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EDITORIAL

"Jumbled Jargon to Cajole and Confuse You" or "**Salicrup's** Soapbox" by jocose **Jim Salicrup**

This joint sure is jumpin' and I ain't joshin'! Check out **the Coming Attractions** for June, Jack, and see for yourself! We're also, at this juncture, introducing a new section called **More Coming Attractions**. It's jam-packed with two additional months of juicy info to keep you up to date on all your favorite Marvels. Just jot down your reaction to this jazzy new format and send it to us. Remember, you're the judge!

Also making its debut this month is **the Marvel Personal Appearances Calendar**. This much requested new feature will compile as many events and dates as possible by presstime to allow you to schedule your comics-related jaunts with a minimum of juggling. Always call ahead to confirm dates and times before jumping into your jalopy on a junket! That's no jive — we don't want anyone jolted by a no-show. Some Conventions seem to be jinxed.

And don't think we've jettisoned **the Top Ten** column to make room for our new departments! As I explained when it first appeared, it takes awhile to tabulate and tally all the figures. So save your jeers, **the Top Ten** shall return in a few months.

On a personal note, I'm proud to announce that with this issue, I'm celebrating my first anniversary as Editor of **MARVEL AGE MAGAZINE**. I've been with mighty Marvel for over twelve joyful years and I think I'm having more fun than ever before. Once again I'd like to thank jumbo **Jim Shooter** for making it all possible. But most of all thanks to *you!* Your mail has mattered much to me and has kept my morale high! If all that wasn't enough, May 29th is my 27th birthday! My shirt sizes are 16 neck and 35 sleeve, if anyone's interested!

Be sure to join us next month when we preview Marvel's new line of juvenile titles. They're called **STAR COMICS** and they're not just for juniors! Even the most jaded comics connoisseur will enjoy 'em! We'll also answer the musical question: Whatever happened to the **JUSTICE LEAGUE OF AMERICA / AVENGERS** cross-over comic? So don't be jejune, get on the Marvel jazz! Or until **J. Jonah Jameson** takes a joyride on **the Juggernaut**, keep thinking Marvel!

Jim Salicrup

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MARVEL COMING ATTRACTIONS

Here is a complete checklist of what's happening in all of next month's Marvels, bearing an **October** cover date. As we announced last issue, we're now doing these Coming Attractions only *one* month in advance — if if these look familiar, it's because they first appeared in **MARVEL AGE MAGAZINE #16**. We've updated them, though — and added some last-minute new titles.

A **Limited Series** is a title which will run for a specific number of issues. A **Graphic Novel** is a trade-paperback sized edition. **Shipping Date** is the date when the comics leave the printer. Remember to reserve your copies as soon as possible!

Titles shipping June 5, on sale June 26:

THE THING #16 — It can't be! **Ben** has found himself in a place where everybody is just like him — with one important difference! And that difference could mean death for **Rocky Grimm, Space Ranger**, in "One Thing Leads to Another," written by **Mike Carlin**, penciled by **Ron Wilson** and inked by **Joe Sinnott**! 60¢.

DAREDEVIL #211 — Voodoo, anyone? It looks like **Micah Synn's** gonna sacrifice — yup, *sacrifice* — **the Kingpin's** beloved wife **Vanessa**, and there's nothing ol' hornhead can do about it! And would you believe there's not just one . . . not just two . . . but *three* villains in this issue? Don't you *dare* miss it! Written by **Denny O'Neil**, penciled by **David Mazzucchelli** and inked by **Danny Bulanadi**! 60¢.

NEW MUTANTS #20 — **The New Mutants** can barely hold their own against the dreaded **Demon-Bear** on Earth! What possible chance will they have in the monster's home dimension? And wait'll you see how they *get* there! If they fail in this most desperate struggle, not only will **Danielle Moonstar** die . . . but so might the entire nation! Written by **Chris Claremont**, penciled and inked by **Bill Sienkiewicz**! 60¢.

DAZZLER #34 — "Where Have All the Models Gone?" Beautiful women — the most pulchritudinous of all! But they're disappearing all over the place and nobody knows why! It's up to **Dazzler** to find out . . . but she's one of the world's most beautiful women herself! Written by **Mike Carlin**, penciled by **Geof Isherwood**, inked by **Vince Colletta** — and guest-starring the one Marvel character you thought you'd never see again! 60¢.

THE MUPPETS TAKE MANHATTAN (Limited Series) #1, 2 & 3 — Adapted from the soon-to-be-released movie! It's the whole gang — **Miss Piggy, Kermit, Gonzo, Fozzie** and **Rowlf** — plus the marriage you thought you'd never see! Adapted by **Stan Kaye**, with art by **Dean Yeagle**. Each issue 60¢. (All three issues will be released simultaneously to direct sales outlets.)

KA-ZAR #34 — Collector's item last issue! For this farewell, you'll see **Ka-Zar** transported to another dimension — but what awaits the Jungle Lord in the Land of Cancelled Heroes . . . we cannot say! You will not want to miss this once-in-a-lifetime event! Written by **Mike Carlin**, penciled by **Paul Neary** and inked by **Carlos Garzon**! 75¢. High quality Mando paper. Direct sales only.

MARVEL SUPER HEROES: SECRET WARS (Limited Series) #6 — See **the Wasp** go up against **the Lizard** . . . and see her die! But it isn't **the Lizard** who kills her! Could it be one of **Doom's** squadrons of villains employed to distract **Galactus** . . . or **the X-Men**? Don't miss the continuing saga, written by **Jim Shooter**, penciled by **Mike Zeck** and inked by **John Beatty**! 75¢. High quality Mando paper.

WEST COAST AVENGERS (Limited Series) #2 — The action's in California, but there's nothing mellow about our heroes' newest enemy . . . **the Blank**! And that's not all — who is the *other* mystery villain that's so tough even **the Blank's** afraid of him? "Blanking Out" is written by **Roger Stern**, penciled by **Bob Hall** and inked by **Brett Breeding**! 75¢. High Quality Mando paper.

MACHINE MAN (Limited Series) #1 — De-activated by his enemies for nearly 40 years, **Machine Man** wakes up in the year 2020 — and boy is he mad! Some things never change, though: **Gears Garvin** is still alive, and there's this second-generation super hero running around who looks *awfully* familiar! Don't miss "He Lives Again," written by **Tom DeFalco** with breakdowns by **Herb Trimpe** and finishes by **Barry Windsor-Smith**! 75¢. High quality Mando paper.

MARVEL TEAM-UP ANNUAL #7 — **Spider-Man** teams up with **Alpha Flight** for this once-a-year spectacle! **The Collector** is on the loose! First, he collects **Spidey** — then he collects **Marrina** — and then the action starts! "The Collected Spider-Man" is written by **Louise Simonson**, penciled by **Paul Neary** and inked by **Sam DeLaRosa**! Plus— a surprise *extra* tale! Ever wonder what a super hero battle is like . . . from an innocent bystander's point of view? This offbeat story features cameos by **the Crimson Dynamo, the Black Panther** and **the Human Torch**, and it's written by **Bob DeNatale**, penciled by **David Mazzucchelli** and inked by **Brett Breeding**! 48 pp. $1.00.

Titles shipping June 12, on sale July 3:

AMAZING SPIDER-MAN #257 — **Mary Jane** drops a bombshell on **Peter Parker** that will change his life forever! What is it? And what of the plunderous **Puma** — or this issue's special surprise

villain — or the least-expected menace of all? A twin shock ending that will leave you speechless! Written by **Tom DeFalco**, penciled by **Ron Frenz** and inked by **Josef Rubinstein**! 60¢.

CAPTAIN AMERICA #248 — The final battle comes ever closer! Learn the secret origin of **the Red Skull**! **Captain America** *himself* might not be ready for the awesome menace . . . are *you*? The title of this stunning story is "Sturm Und Drang!" If you wanna know what that *means* — buy it, believer! Written by **J.M. DeMatteis**, penciled by **Paul Neary** and inked by **Roy Richardson**! 60¢.

THOR #348 — You've been reading every one of the Thunder God's wondrous adventures . . . and you've been wondering about that fantastic forger of *Doom*, right? This issue we explain the mystery behind our phantasmagoric framing sequence — it's a harbinger of things to come! Also see **Odin** and his brothers as you've never seen them before! Written and penciled by **Walt Simonson**, and inked by **Bob Wiacek**! 60¢.

INDIANA JONES #22 — It all comes together! Is **Marcus Brody** innocent as a new-born babe . . . or guilty as the devil himself? And that Nazi assassin is still plaguing **Indy**! We could tell you right now how it all turns out . . . but that would spoil the surprise, wouldn't it? Plot by **David Michelinie**, script by **Jim Owsley**, pencils by **Joe Brozowski** and inks by **Mel Candido**. 60¢.

POWER PACK #3 — After saving the Earth from total destruction, the search for the super-powered kids' parents is on! Find out what dangers await **Gee (Alex)**, **Lightspeed (Julie)**, **Mass-Master (Jack)** and **the Energizer (Katie)** aboard the spaceship of the overwhelmingly evil **Snarks**! Also, **Jack** has trouble dealing with his own super powers for a reason that's gonna surprise you, we guarantee! Written by **Louise Simonson**, penciled by **June Brigman** and inked by **Bob Wiacek**. 60¢.

MICRONAUTS, THE NEW VOYAGES #1 — Who *are* **the Makers**? That's what **the Micronauts** want to know! Suffice it to say, though, that when **the Makers** finally *do* reveal themselves . . . the Microverse will never be the same again! This is the book that was so popular in comics shops that we couldn't keep it away from the newsstands — so it's available there again now! "Shadow of the Makers" is written by **Peter B. Gillis**, penciled by **Kelley Jones**, inked by **Bruce Patterson** . . . and it's got a special, painted cover by original Micronauts artist **Michael Golden**. Do not miss under any circumstances! 60¢.

DOCTOR STRANGE #67 — All vampires have been banished from Earth! But now the last of **the Darkhold** cult may succeed in bringing them back! That's where **Dr. Strange** comes in — with the aid of Detective **Hannibal King**! Will the powers of light be strong enough to stop the return of undead? Also starring **Jessica Drew**, **the Shroud**, **Frank Drake**, and **Blade**! Written by **Roger Stern**, with guest artist **Steve Leialoha**! 60¢.

U.S. 1 (Limited Series) #12 — The comic you've all been waiting for: the conclusion to this freewheelin' limited series! **U.S. 1** has the final confrontation with **the Highwayman** — and you'll never guess how it all ends up! It's out of this world! What else could we call this final tale but . . . "The Truck Stops Here!" Written by **Al Milgrom**, penciled by **Steve Ditko** and inked by **Mike Esposito**. 60¢.

THE LAST STAR FIGHTERS (Limited Series) #1, 2 & 3 — Do you think you're pretty good at video games? Then meet **Alex Rogan** — a fellow who's so good at those games that a high score gets him recruited as the savior of the universe! But will he have enough quarters to do it? It's based on the soon-to-be-released movie of the same name, and we *know* you'll like it! Adapted by **Bill Mantlo**, penciled by **Bret Blevins** and inked by **Tony Salmons**! 75¢. High quality Mando paper.

SUB-MARINER (Limited Series) #2 — Poverty . . . in Atlantis? It's hard to believe, but true, as **Prince Namor** visits his kingdom's slums and learns that the unrest there may be his undoing — if **Proteus**, one of the meanest bad guys to breathe through gills, doesn't get him first! This is **the Sub-Mariner's** realm like you've *never* seen it before! Written by **J.M. DeMatteis**, penciled by **Bob Budiansky** and inked by **Danny Bulanadi**! 75¢. High quality Mando paper.

IRON MAN ANNUAL #7 — Guest-starring **the West Coast Avengers** and introducing a major, new villain for **Iron Man**: **Goliath**! After a few rounds with this guy, **Rhodey's** gonna regret the day he donned **Tony Stark's** armor! Will he still be wearing it by the end of this episode? Find out — read "When Giants Walk the Earth," written by **Bob Harras**, penciled by **Luke McDonnell** and inked by **Ian Akin** and **Brian Garvey**! 48 pp. $1.00.

SAVAGE SWORD OF CONAN #103 — **Conan's** thirst for adventure may have led him *too far* — for when he travels to Vendhya, he must meet **the White Tiger**! And *that* confrontation is one from which our sullen Cimmerian may never return! Written by **Michael Fleisher**, penciled and inked by **Pablos Marcos**! $1.50. A Marvel Magazine.

ALIEN LEGION #3 — **Lieutenant Torie Montroc** leads a crack unit of Legionnaires on a frantic chase after a fanatic group of political dissidents who are holding a Union ambassador hostage — in a bizarre kidnap plot to obstruct a galarchy peace treaty! The welfare of an entire planet's population is at stake! Also, **Captain Sarigar** faces a court martial for disobeying commands in order to save his troops from being slaughtered. Plus — a backup story in which a desperate man's life depends on **the Legion's** failure! Both stories written by **Alan Zelenetz**. First story penciled by **Frank Cirocco** and inked by **Terry**

Austin. The second story features the experimental storytelling of artist **Chris Warner.** $1.50. From the Epic Comics line. High-quality Baxter stock. Direct sales only.

MARVEL SUPER SPECIAL #32: THE MUPPETS TAKE MANHATTAN — The complete-in-one-magazine official comics adaptation of the hit movie! Adapted by **Stan Kaye**, with art by **Dean Yeagle**! $2.50. A Marvel Magazine. (This book will ship June 11.)

Titles shipping **June 19**, on sale **July 10**:

AVENGERS #248 — **Maelstrom** has attacked the home of **the Eternals** to steal the energy of **the Uni-Mind**! It's the final battle — and you'll see Earth's mightiest heroes *sweat!* But while *they're* battling . . . **the Eternals** decide upon their ultimate destiny! It's written by **Roger Stern**, penciled by **Al Milgrom** and inked by **Joe Sinnott** — buy it! 60¢.

CONAN THE BARBARIAN #163 — **Conan** ventures into the "Cavern of the Vines of Doom!" But these aren't your ordinary vines of doom — and this isn't your ordinary cavern! But, then again, **Conan** isn't your ordinary barbarian, either! You're gonna want to *see* this battle — and it's gonna *stay* with you — we promise! Written by **Michael Fleisher**, and penciled and inked by **John Buscema**! 60¢.

MARVEL TALES #168 — This one is special . . . because it's never been reprinted before . . . *anywhere!* It's a classic tale first presented in **AMAZING SPIDER-MAN #29**, "Never Step on a Scorpion," written by **Stan Lee** and illustrated by **Steve Ditko**! 60¢.

ROM #59 — Mutated insects threaten the world! **Rom** and **Starshine** have to go to the source — the deadly, dangerous and diabolical demons lurking in . . . Sub-Atomica! It's the battle-to-the-death you've been waiting for, guest-starring **Ant-Man** and **Rick Jones**! Written by **Bill Mantlo**, penciled by **Steve Ditko** and inked by **Bob Layton**! 60¢.

POWER MAN AND IRON FIST #110 — **Cage** and **the Fist** hobnob with the social elite when they take **Jeryn Hogarth's** beautiful daughter to her debutante's ball! But . . . amid the glamor and glitter we find **Nightshade, Stiletto, Discus, Man Mountain Marko** and **the Eel**! You'll never guess what they're doing there . . . and it's no picnic for our heroes! "O Deadly Debutante" is written by **Tony Isabella**, penciled by **Greg LaRocque** and inked by **Jerry Acerno**! Guest-starring **Wonder Man, the Beast** and **the Wasp**! 60¢.

G.I. JOE #28 — **Cobra's** got a new anti-tank airplane called **Tank Smasher**! It's targeted right at **G.I. Joe**! When you see **the Tank Smasher** on the national TV commercial, you'll see how fierce it is! So better start hoping **the Joes** can survive the attack! Written by **Larry Hama**, penciled by **Marie Severin** and inked by **Andy Mushynsky**! 60¢.

KULL THE CONQUEROR #6 — Now bi-monthly! Once a year, nobody in Valusia goes outside — because goblins decend upon unsuspecting mortals! Guess what night of the year **Brule** and his charge get trapped! Can **Kull** rescue them . . . before his own mortal soul gets ravaged? Action as you like it in "Goblin Moon," written by **Alan Zelenetz**, penciled by **John Buscema** and inked by **Klaus Janson**! 60¢.

INDIANA JONES AND THE TEMPLE OF DOOM (Limited Series) #2 — Based on the new **Steven Spielberg** movie, starring **Harrison Ford** as **Indiana Jones**! Adapted by **David Michelinie**, penciled by **Butch Guice** and inked by **Ian Akin** and **Brian Garvey**! 75¢.

INCREDIBLE HULK #300 — Special double-sized issue! If **S.H.I.E.L.D.** can't stop **the Hulk** from tearing up New York City, who can? Perhaps **Doctor Strange** . . . but can even *he* save the city without hurting his friend? We won't tell you how it all comes out — but there's a *major* change in **the Hulk's** life involved! Guest-starring **The Avengers, Spider-Man, Daredevil, the Human Torch, Power Man and Iron Fist**! This is the one, friends! Written by **Bill Mantlo**, with layouts by **Sal Buscema** and finishes by **Gerry Talaoc**! 48 pp. $1.00.

X-MEN #186 — *Another* double-sized issue! **Storm** as you've never seen her before — facing the greatest challenge of her — or anybody's — life! All in the midst of the repercussions of *last* issue's extravaganza! Written by **Chris Claremont**, penciled by **Barry Windsor-Smith** and inked by **Terry Austin**! This one is gonna sell out *fast*, gang — don't say we didn't warn you! 48 pp. $1.00.

MARVEL AGE MAGAZINE #19 — The long-awaited preview of an all-new line of comics! Read about Star comics! Plus — the *truth* behind the **Avengers / Justice League of America** team-up! All this, interviews, news, New Talent, **Hembeck** and more — for only 35¢. High quality Mando paper. Direct sales only. A Marvel Magazine.

MARVEL GRAPHIC NOVEL #11: DAZZLER — **Alison Blaire's** mutant powers are revealed to the world! We can't tell you what will happen beyond that . . . except that **Dazzler's** revelation foreshadows major changes in the Marvel Universe! Not to be missed! $6.95. Direct sales only.

Titles shipping **June 26**, on sale **July 17**:

FANTASTIC FOUR #271 — If you think you know who **Reed Richards** is . . . think again! Find out the secrets of **Reed's** past in this historical saga! Written, penciled and inked by **John Byrne**! 60¢.

MARVEL TEAM-UP #146 — His name is **The Black Abbot** . . . and he can mesmerize people with

his voice! Can **Spidey** and **Nomad** stop him . . . or the terrible **Taskmaster** from organizing street gangs in his behalf? It's a tall order, that's for sure! "Hero Worship" is written by **Cary Burkett**, penciled by **Greg LaRocque** and inked by **Mike Esposito**! 60¢.

IRON MAN #187 — Meet the latest Marvel super villain! His name is **Vibro!** His power is that of superhuman vibration and he's gonna shake you up! He's got the power to beat **Iron Man** . . . while **Tony Stark** is taking care of business of his own in Silicon Valley! Written by **Denny O'Neil**, penciled by **Luke McDonnell** and inked by **Steve Mitchell**. 60¢.

PETER PARKER, THE SPECTACULAR SPIDER-MAN #95 — He may not really be alive . . . but he's deadly! **Spidey** can't beat him by himself . . . and he's under the gun to locate **Cloak and Dagger** for help! How do you *stop* . . . a dead man? Written and penciled by **Al Milgrom**, and inked by **Jim Mooney**! 60¢.

THE NEW DEFENDERS #136 — Part of **Cloud's** secret is revealed, and it's going to give you a moment's pause! It's a lousy time for revelation for **the Defenders**, though — 'cause they've got to battle **Shafik Wazzan** and their own **Gargoyle**! "Bodies and Souls" is written by **Peter B. Gillis**, penciled by **Don Perlin** and inked by **Kim DeMulder**! 60¢.

STAR WARS #88 — Continuing the post-*Jedi* adventures of our heroes! This issue: **Princess Leia**, on a diplomatic mission to another world, encounters a cyborg villain we'll be seeing lots of in the future! Written by **Jo Duffy**, penciled by **Bob McLeod** and inked by **Tom Palmer**! 60¢.

ALPHA FLIGHT #15 — **Puck** and **Marrina** must find **Marrina's** mate . . . even if they have to thrash about in the St. Lawrence River to do it! But when they find what they're looking for, it's not quite what they had in mind! Written and penciled by **John Byrne**, and inked by **Bob Wiacek**! 60¢.

WHAT IF #47 — What if **Loki** had found the hammer that gave **Dr. Donald Blake** the enchantment of **Thor**? This tale of an alternate reality is written by **Peter B. Gillis**, penciled by **Kelley Jones** and inked by **Sam DeLaRosa**! 48 pp. $1.00.

DOCTOR WHO #1 — He's a slightly eccentric, jelly-bean eating time-traveler — and now he's got his own monthly Marvel comic! He's **Doctor Who**, of course, and if you want to find out why his British TV Show is the longest running in BBC history . . . read this issue! Published for the first time in the U.S., this issue features the beginning of **the Star-beast** story, written by **Mills & Wagner** and illustrated by **Dave Gibbons**, "Return of the Daleks," written by **Steve Moore** and illustrated by **Paul Neary** and **David Lloyd** — *plus* an article on the history of **Doctor Who**, illustrated by **Thor** artist **Walt Simonson**! And it's printed on Baxter paper, to boot! $1.50. Direct sales only.

DREADSTAR #13 — Meet **Vanth Dreadstar's** latest and most startling adversaries! We call them **Infra-Red** and **Ultra-Violet**! You'll call them . . . awesome! Plus . . . a full character study on each of this award-winning series' main characters! Find out why writer, penciler and inker **Jim Starlin** is *still* the greatest! From the Epic Comics line. $1.50. High-quality Baxter paper. Direct sales only.

SIX FROM SIRIUS #2 — Five beings with crucial information have to be found quickly — or the galaxies will be plunged into total, final war! Only one problem, though: The five are dead! Looks like **the Six from Sirius** have their work cut out for them! Written by **Doug Moench**, and illustrated with full-color paintings by **Paul Gulacy**! From the Epic Comics line. $1.50. High-quality Baxter stock. Direct sales only.

Note: the information that appears in "Coming Attractions" is as complete and accurate as we can manage. Occasionally changes are made after this column is put together. We apologize for any inconvenience this may cause! ●

MORE COMING ATTRACTIONS

Shipping in **July:**

THE THING #17 — A blind **Ben Grimm** must make a crucial decision — and the evil **Reckoner** wants to make sure it's his last! Written by **Mike Carlin**, penciled by **Ron Wilson** and inked by **Joe Sinnott**.

DAREDEVIL #212 — It's **the Kingpin** versus **Micah Synn** — with **Daredevil** in the middle! Written by **Denny O'Neil**, penciled by **David Mazzucchelli** and inked by **Danny Bulanadi**.

NEW MUTANTS #21 — The title says it all: "Slumber Party!" Written by **Chris Claremont** and illustrated by **Bill Sienkiewicz**.

MARVEL SUPER HEROES: SECRET WARS (Limited Series) #7 — Introducing **the new Spider-Woman!** "Berserker" is written by **Jim Shooter**, penciled by **Mike Zeck** and inked by **John Beatty**.

WEST COAST AVENGERS (Limited Series) #3 — **Wonder Man** and **Tigra** go it alone against

Graviton! Written by **Roger Stern**, penciled by **Bob Hall** and inked by **Brett Breeding!**

MACHINE MAN (Limited Series) #2 — **Hassle** is captured by Baintronics, Inc.! Also, introducing . . . **Doctor Cyclobe!** "If This Be Sanctuary" is written by **Tom DeFalco**, with layouts by **Herb Trimpe** and finishes by **Barry Windsor-Smith.**

CONAN THE KING #25 — **Baron Maloric** will have **Conan** either as an in-law . . . or **dead!** Written by **Alan Zelenetz**, penciled by **Marc Silvestri** and inked by **Geoff Isherwood.**

PETER PARKER ANNUAL #4 — One of **Aunt May's** old flames comes back to haunt her! Written by **Bill Mantlo**, penciled by **Kerry Gammill** and inked by **Carlos Garzon.**

AMAZING SPIDER-MAN #258 — Find out how **Spidey's** new costume works! Written by **Tom DeFalco**, penciled by **Ron Frenz** and inked by **Josef Rubinstein.**

CAPTAIN AMERICA #299 — **Captain America** versus **the Red Skull!** Need we say more? Written by **J.M. DeMatteis** and penciled by **Paul Neary.**

THOR #349 — The secret of the *"doom"* forger . . . revealed! Written, penciled and inked by **Walt Simonson.**

INDIANA JONES #23 — **Indy** makes the archeological find of the century . . . in hostile territory! Written, penciled and inked by **Herb Trimpe.**

POWER PACK #4 — Can the **Power Pack** kids save their parents from **the Snarks** — *and* rescue themselves as well? Written by **Louise Simonson**, penciled by **June Brigman** and inked by **Bob Wiacek.**

MICRONAUTS #2 — **Huntarr** . . . as you've never seen him before! Written by **Peter B. Gillis**, penciled by **Kelley Jones** and inked by **Bruce Patterson.**

CRYSTAR #10 — **The Malachite Men** and **the Molten Legion** are *both* on the warpath! Written by **Jo Duffy** and illustrated by **Ricardo Villamonte.**

SUB-MARINER (Limited Series) #3 — *Atlantis* — in the United Nations? Written by **J.M. DeMatteis** penciled by **Bob Budiansky** and inked by **Danny Bulanadi.**

BLACK PANTHER (Limited Series) #1 — **The Black Panther** must battle his very source of power, **the Panther Spirit** himself, as all of Africa teeters on the brink of bloody chaos! Written by **Peter B. Gillis**, penciled by **Denys Cowan** and inked by **Sam DeLaRosa.**

TRANSFORMERS (Limited Series) #2 — The evil **Decepticons** launch their war on humanity when they steal a nuclear power plant. Can the weakened **Autobots** stop them? Plotted by **Bill Mantlo**, scripted by **Jim Salicrup**, penciled by **Frank Springer** and inked by **Kim DeMulder.**

FANTASTIC FOUR ANNUAL #18 — Guest-starring **the Kree, the Skrulls** and **the Inhumans.** 'Nuff said. Plotted by **John Byrne**, scripted by **Mark Gruenwald**, penciled by **Mark Bright** and inked by **Mike Gustovich.**

SAVAGE SWORD OF CONAN #105 — *No* princesses, *no* wizards, *no* demons, *no* monsters, and **Conan** *doesn't* get hit over the head. This one is different, gang. "The Mill" is written by **Don Kraar**, penciled by **Gary Kwapisz** and inked by **Bob Camp.**

MARVEL SUPER SPECIAL #33: BUCKEROO BANZAI — The official Marvel Comics adaptation of the motion picture, written by **Bill Mantlo**, penciled by **Mark Texiera**, inked by **Armando Gil**, with cover by **Mike Kaluta!**

INCREDIBLE HULK #301 — **The Hulk** finds himself in a hostile alien dimension! "Crossroads" is written by **Bill Mantlo**, with layouts by **Sal Buscema** and finishes by **Gerry Talaoc.**

AVENGERS #249 — Snow — in the middle of summer? **The Avengers** have to stop it before the whole world freezes to death! Written by **Roger Stern**, with breakdowns by **Al Milgrom** and finishes by **Joe Sinnott.**

CONAN THE BARBARIAN #164

MARVEL TALES #169 — "The Claws of the Cat," first presented in **Amazing Spider-Man #30!** Written by **Stan Lee** and illustrated by **Steve Ditko.**

X-MEN #187 — **Storm** and **Forge** stand alone against **the Dire Wraiths!** Written by **Chris Claremont**, penciled by **John Romita, Jr.** and inked by **Dan Green!**

ROM #60 — It's the beginning of the end of the **Wraith** War as **Starshine** glimpses what is in store for mankind through "The Eyes of a Child!" Written by **Bill Mantlo** and penciled by **Steve Ditko.**

POWER MAN AND IRON FIST #111 — **"Captain Hero"** wants to join **Heroes for Hire** — but **Luke** and **Danny** don't even know who he is! Written by **Jim Owsley**, penciled by **Greg LaRocque** and inked by **Andy Mushynsky.**

G.I. JOE #29 — **The Joes'** hovercraft is loaded with **COBRA** explosives, set to go off in seconds — with **the Joes** on board! Written by **Larry Hama.**

INDIANA JONES AND THE TEMPLE OF DOOM (Limited Series) #3 — Based on the new **Steven Spielberg** movie, starring **Harrison Ford as Indiana Jones!** Adapted by **David Michelinie**, penciled by **Butch Guice** and inked by **Akin & Garvey.**

THE LAST STAR FIGHTERS (Limited Series) #2 — **Alex Rogan**, ace video-game-player, is recruited to save the world! Based on the new movie! Adapted by **Bill Mantlo**, penciled by **Bret Blevins** and inked by **Tony Salmons.**

MARVEL AGE MAGAZINE #20 — The latest news . . . and **Fred Hembeck**, too!

THOR ANNUAL #12 — Introducing the half-brother **Thor** never knew he had! Written by **Alan Zelenetz** and penciled by **Bob Budiansky.**

AVENGERS ANNUAL #13 — A legion of rampaging **Hulk**-clones! A mystery villain! Guest-starring **Mr. Fantastic** and **the Beast!** Written by **Roger Stern**, penciled by **Steve Ditko** and inked by **John Byrne.**

MARVEL FANFARE #17 — Part two of "Skywolf," written by **Marv Wolfman**, penciled by **Dave Cockrum** and inked by **Joe Sinnott!** Also, an offbeat **Hulk** story written by **David Anthony Kraft** and illustrated by **Tony Salmons!**

FANTASTIC FOUR #272

IRON MAN #188 — The wild, wacky, weird **Brothers Grimm** are back — but what they do to poor **Iron Man** is no joke! Written by **Denny O'Neil**, penciled by **Don Perlin** and inked by **Steve Mitchell.**

PETER PARKER, THE SPECTACULAR SPIDER-MAN #96 — Guest-starring **Cloak & Dagger**! Written and penciled by **Al Milgrom**, and inked by **Jim Mooney**.

MARVEL TEAM-UP #147 — **Spidey** and **the Human Torch** fight **the Black Abbot**! Written by **Cary Burkett**, penciled by **Greg LaRocque** and inked by **Mike Esposito**.

THE NEW DEFENDERS #137 — Will **the Gargoyle** have to sacrifice his own life to save that of his friends? "Hearts and Minds" is written by **Peter B. Gillis**, penciled by **Don Perlin** and inked by **Kim DeMulder**.

STAR WARS #89 — Guest-starring **Rik Duel, Kiro** and **the Ewoks**! Written by **Jo Duffy**, penciled by **Bob McLeod** and inked by **Tom Palmer**.

ALPHA FLIGHT #16 — **Marrina** finally finds her mate — with **the Sub-Mariner's** help — but the resolution to this is going to be a real surprise! Written and penciled by **John Byrne** and inked by **Bob Wiacek**.

STARRIORS (Limited Series) #1 — Imagine a world where robots run the show . . . and where men haven't been seen for years! Written by **Louise Simonson**, penciled by **Michael Chen** and inked by **Akin & Garvey**.

KITTY & WOLVERINE (Limited Series) #1 —**Kitty** learns secrets about her father's past that she never suspected! Written by **Chris Claremont** and illustrated by **Al Milgrom**.

HULK ANNUAL #13 — Trapped in another dimension, **the Hulk** meets a creature that will either help him regain part of his lost humanity — or get him killed! "Old Friends" is written by **Bill Mantlo**, penciled by **Alan Kupperberg** and inked by **Gerry Talaoc**.

DOCTOR WHO #2 — The conclusion of the **Star-Beast** saga written by **Mills** and **Wagner**, penciled and inked by **Dave Gibbons**! Plus the beginning of "Throwback" written by **Steve Moore** and illustrated by **Steve Dillon**!

COYOTE #8 — Written by **Steve Englehart**, penciled by **Chas Truog** and inked by **Bob Wiacek**.

MARVEL SUPER SPECIAL #34: **SHEENA OF THE JUNGLE** — Based on the new movie, starring **Tanya Roberts as Sheena**!

SIX FROM SIRIUS #3 — A traitor to the mission is found as **Phaedra** discovers the true extent of her telepathic abilities! Written by **Doug Moench**, with painted illustrations by **Paul Gulacy**.

EPIC ILLUSTRATED #26 — Featuring "The Last Galactus Story," written and penciled by **John Byrne** and inked by **Terry Austin**! Also, a full-color installment of **Cerebus the Aardvark** by **Dave Sim**!

MARVEL GRAPHIC NOVEL: VOID INDIGO — A story which spans civilizations and lifetimes — from sword and sorcery to high-tech warfare! Written by **Steve Gerber**, with painted illustrations by **Val Mayerik**.

Shipping in **August**

THE THING #18 — **Ben Grimm** a father? Not quite . . . but an orphan child he's charged with protecting may be more than he bargained for! Written by **Bob Harras**, penciled by **Ron Wilson** and inked by **Joe Sinnott**.

DAREDEVIL #213 — Written by **Denny O'Neil**, penciled by **David Mazzucchelli** and inked by **Danny Bulanadi**.

NEW MUTANTS #22 — **Warlock** begins his life with **the New Mutants** and **Rahne** begins her own fairy tale! Guest-starring **Colossus** and **Nightcrawler**! Written by **Chris Claremont** and illustrated by **Bill Sienkiewicz**.

DAZZLER #35 — There are strange goings-on at an L.A. nightspot and in the subterranean world of L.A.'s sewer system. How are they connected, and why is **Dazzler** so concerned? "The Human Touch" is written by **Linda Grant**, penciled by **Geoff Isherwood and inked by Vince Colletta**.

THE MUPPETS #2 — Available on newsstands this month. Based on the new hit movie, "The Muppets Take Manhattan." Adapted by **Stan Kaye** and illustrated by **Dean Yeagle**.

MARVEL SUPER HEROES: THE SECRET WARS (Limited Series) #8 — At last — the origin of **Spider-Man's** new costume! Written by **Jim Shooter**, penciled by **Mike Zeck** and inked by **John Beatty**.

WEST COAST AVENGERS (Limited Series) #4 — Written by **Roger Stern**, penciled by **Bob Hall** and inked by **Brett Breeding**.

MACHINE MAN (Limited Series) #3 — Introducing **the Iron Man** of 2020 . . . plus the secret of *Sanctuary!* "Rime of the Ancient Wrecker" is written by **Tom DeFalco**, with layouts by **Herb Trimpe** and finishes by **Barry Windsor-Smith**.

ICEMAN (Limited Series) #1 — Even **Iceman** is chilled by the idea: battling **White Light** and **the Idiot** to save a beautiful girl from the clutches of . . . **Oblivion**! Written by **J.M. DeMatteis**, penciled by **Alan Kupperberg** and inked by **Mike Gustovich**.

BUCKEROO BONZAI (Limited Series) #1

SPIDER-MAN ANNUAL #18 — Guess who's finally getting married! We can't say anymore . . . except to add that this issue is so special **Stan Lee** himself is coming back to script it! Plotted by **Tom DeFalco**, penciled by **Ron Frenz** and inked by **Bob Layton**.

DREADSTAR #14 — Written, penciled and inked by **Jim Starlin**.

AMAZING SPIDER-MAN #259 — The secret of **Mary Jane Watson's** past is revealed! Plus . . . **the Hobgoblin** strikes! Written by **Tom DeFalco**, penciled by **Ron Frenz** and inked by **Josef Rubinstein**.

INDIANA JONES #24

POWER PACK #5 — **The Power Pack** kids escape to Earth — only to discover there they're wanted by their own government! "Homecoming" is written by **Louise Simonson**, with breakdowns by guest-artist **Mary Wilshire** and finishes by **Bob Wiacek**.

MICRONAUTS #3 — Written by **Peter B. Gillis**, penciled by **Kelley Jones** and inked by **Bruce Patterson**.

DOCTOR STRANGE #68 — **Doc Strange** must save **the Black Knight** . . . from his own sword! With a cameo appearance by **Umar**! "Sword and Sorcery" is written by **Roger Stern**, penciled by **Paul**

Smith and inked by **Terry Austin**.

KULL THE CONQUEROR #7 — Now bi-monthly! Written by **Alan Zelenetz**.

THE LAST STAR FIGHTERS (Limited Series) #3 — The conclusion of the Marvel movie adaptation! Adapted by **Bill Mantlo**, penciled by **Bret Blevins** and inked by **Tony Salmons**.

SUB-MARINER (Limited Series) #4 — Will **Prince Namor** win the war only to lose **Atlantis**? Can he even win — when it turns out his evil opponent is also the woman he loves? Written by **J.M. DeMatteis**, penciled by **Bob Budiansky** and inked by **Danny Bulanadi**.

BLACK PANTHER (Limited Series) #2 — Introducing **the Supremacists**, a new "super hero team" that threatens not only **the Black Panther** but also the survival of the south African nations he is sworn to protect! Written by **Peter B. Gillis**, penciled by **Denys Cowan** and inked by **Sam DeLaRosa**.

CAPTAIN AMERICA #300 — Spectacular double-size issue! Written by **J.M. DeMatteis** and penciled by **Paul Neary**.

THOR #350 — Written, penciled and inked by **Walt Simonson**.

ROM ANNUAL #3 — **Rom's** trapped in an Appalachian coal-mining town held in the clutches of a perditious preacher! Guest-starring **the New Mutants**! Written by **Bill Mantlo**, penciled by **William Johnson** and inked by **Akin & Garvey**.

SAVAGE SWORD OF CONAN #106 — **Captain Bor'agh Sharaq** . . . alive? But how? "Feud of Blood" is written by **Michael Fleisher**.

ALIEN LEGION #4 — **Torrie Montroc** lies wounded on a battlefield, and there's no one to help — because **Sarigar** has already pronounced him dead! Written by **Alan Zelenetz**, penciled by **Frank Cirocco** and inked by **Terry Austin**. Plus: the story of **Zeerod's** hidden past! Written by **Zelenetz** and illustrated by **Chris Warner**.

MARVEL SUPER SPECIAL #35: **CONAN II** — From the new movie starring **Arnold Schwarzenegger** as **Conan**! Adapted by **Michael Fleisher** and illustrated by **John Buscema**.

INCREDIBLE HULK #302 — **The Hulk** . . . in a world of knights in shining armor and damsels in distress! One problem, though: Even the damsels are stronger than our hero! What will he do? "The Lady of Life in the City of Death" is written by **Bill Mantlo**, with layouts by **Sal Buscema** and finishes by **Gerry Talaoc**.

CONAN #165 — Written by **Michael Fleisher**.

MARVEL TALES #170 — "If This Be My Destiny," first presented in **Amazing Spider-Man** #31! Written by **Stan Lee** and drawn by **Steve Ditko**.

X-MEN #188 — Who is **Rachel**, where does she come from and why is she here? And **the X-Men** must decide the most important question of their lives: whether or not to disband the team! "Legacy of the Lost" is written by **Chris Claremont**, penciled by **John Romita, Jr.** and inked by **Dan Green**.

ROM #61 — Written by **Bill Mantlo** and penciled by **Steve Ditko**.

POWER MAN AND IRON FIST #112 — **Luke** and **the Fist** are desperately searching for a little girl named Sally — because if **Control 7** finds her first it's the end of **Heroes for Hire**! Written by **Jim Owsley**.

G.I. JOE #30 — **The Joes** . . . in pitched battle with their deadliest foes: **Zartan** and **the Dreadnox**! Written by **Larra Hama**.

SHEENA OF THE JUNGLE (Limited Series) #1 — Based on the new movie, starring **Tanya Roberts** as **Sheena**!

AVENGERS #250 — Double-size issue! **The East Coast Avengers** and **the West Coast Avengers** join forces to stop **Maelstrom** from bringing Earth to a standstill! Written by **Roger Stern**, with layouts by **Al Milgrom** and finishes by **Joe Sinnott**.

MARVEL AGE #21 — With the inside scoops on your favorite Marvel stars and creators — and **Fred Hembeck**, too!

FANTASTIC FOUR #273 — Written, penciled and inked by **John Byrne**.

MARVEL TEAM-UP #148 — Written by **Louise Simonson**, penciled by **Greg LaRocque** and inked by **Mike Esposito**.

IRON MAN #189 — Introducing **Termite** . . . he eats through anything, including armor! Written by **Denny O'Neil**, penciled by **Luke McDonnell** and inked by **Steve Mitchell**.

PETER PARKER, THE SPECTACULAR SPIDER-MAN #97 — Written and penciled by **Al Milgrom** and inked by **Jim Mooney**.

NEW DEFENDERS #138 — More about **Cloud**! More about **Moondragon**! And (drum roll, please) **the Defenders** choose a leader! "Three Women" is written by **Peter B. Gillis**, penciled by **Don Perlin** and inked by **Kim DeMulder**.

STAR WARS #90 — More post-**Jedi** adventures! Written by **Jo Duffy**, penciled by **Bob McLeod** and inked by **Tom Palmer**.

ALPHA FLIGHT #17 — Written and penciled by **John Byrne**, and inked by **Bob Wiacek**.

STARRIORS (Limited Series) #2 — A band of robotic **Protectors** sets out to find its human creators, but a force of **Destructors** are out to stop them — at all costs! Written by **Louise Simonson**, penciled by **Michael Chen** and inked by **Akin & Garvey**.

KITTY AND WOLVERINE (Limited Series) #2 — **Wolverine** comes to Japan to help **Kitty**, but it may be too late — she's already fallen into the hands of the master samurai **Ogun**. Written by **Chris Claremont** and illustrated by **Al Milgrom**.

WHAT IF #48

CONAN ANNUAL #9 — Written by **Michael Fleisher** and penciled by **Ernie Chan**.

X-MEN ANNUAL #8 — If you thought **Kitty's** fairy tale was weird, wait 'til you see the story **Illyana** tells to cheer **Kitty** up! Featuring **the X-Men** as you've never seen them before . . . plus **Charles Xavier** as Ming the Merciless! Written by **Chris Claremont** and illustrated by **Steve Leialoha**.

DOCTOR WHO #3

SIX FROM SIRIUS #4 — The series concludes as three planets pause on the brink of war! Written by **Doug Moench**, with full-color painted illustrations by **Paul Gulacy**.

NEWSWATCH

Straight from the comics world's cutting edge!

ITEM! For those of you who've been waiting for **Stan Lee** to return to comics as a *writer* — the day has come! **Stan** will script **SPIDER-MAN ANNUAL** #18 and **WHAT IF** #50! This year's **Spidey** Annual is tentatively titled "Savage is the Scorpion," a tale which deals with **the Scorpion's** boldest revenge attempt ever against **J. Jonah Jameson**! Plotted by **Tom DeFalco**, the story will be penciled by **Ron Frenz** and inked by **Bob Layton**. **WHAT IF** #50 features "What If **Dr. Doom** Had Kept the Powers of **the Silver Surfer**?" based on the original story by **Stan** and **Jack Kirby**. Plot by **Tom**, and pencils by **Butch Guice**!

ITEM! Spider-Man and **Power Pack** are appearing in a special public service comic book we're especially proud of. They'll be applying their powers to the protection of children in a custom comic book produced in cooperation with the National Committee for Prevention of Child Abuse. Plans for the special edition, which is scheduled for release by September, 1984, were announced on April 2nd at the Hubert Humphrey Building in Washington, D.C., where the Honorable **Margaret Heckler**, Secretary of Health and Human Services, kicked off National Child Abuse Prevention Month

The special comic book will contain two dramatic scenarios which present ways children can best protect themselves from abusive behavior. The first stars **Spider-Man**, scripted by **Jim Salicrup**, penciled by **Jim Mooney**, and inked by **Mike Esposito**, the second, **Power Pack**, written by **Louise Simonson**, penciled by **June Brigman** and **Mary Wilshire**, and inked by **Bob Wiacek**. Great pride was expressed in the project both by Marvel's President, **James Galton**, and by **Anne H. Cohn**, D.P.H., executive director for the National Committee for Prevention of Child Abuse.

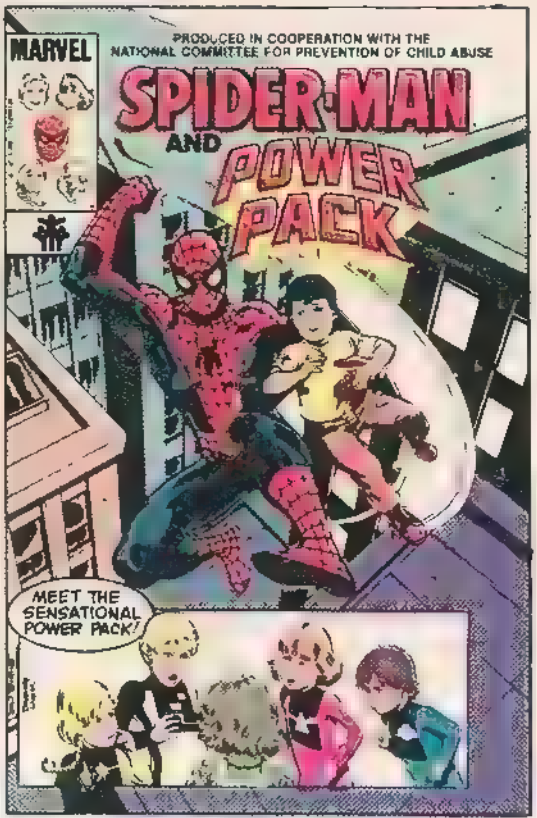
ITEM! Look for more exciting developments all through the Epic line of comics! **COYOTE** will start featuring a series of backup stories starring various characters from the main storyline! "The Djinn" will be a four-issue backup series starting in **COYOTE** #7, written by **Steve Englehart**, penciled by **Steve Ditko**, and inked by **Steve Leialoha** and **Bob Wiacek**! Following the conclusion of "The Djinn" will come a second backup series starring a brand-new villainess named **Scarlet Star**!

Next, **ALIEN LEGION** will be featuring a series of second features with a different slant. These backup stories are experimental in nature, highlighting moments from the main story that are expanded to give deeper insights into a crucial character or situation. Look for the intriguing work of talented newcomer **Chris Warner**!

And you already know about the dramatic changes in **DREADSTAR**, the premieres of **SIX FROM SIRIUS**, **VOID INDIGO**, and **CRASH RYAN**! Now welcome **STARSTRUCK**, by **Elaine Lee** and **Mike Kaluta**! It's all happening this summer at Epic!

ITEM! Let's throw a few hot ones atcha before we run out of space . . . **Jim Salicrup** is the new writer for **THE TRANSFORMERS** starting with issue #2! **Frank Springer** and **Kim DeMulder** remain the regular art team . . . **CRYSTAR** has been cancelled. . . . **Linda Grant** will be the new writer and **Ricardo Villamonte** the new artist for **THE FURTHER ADVENTURES OF INDIANA JONES!** . . . **John Byrne** is back in action as the writer for **THE THING** starting with issue #19! . . . The new regular penciler for **ROM** is **Steve Ditko**! . . . **Bill Mantlo** has written and **Pat Broderick** penciled **RED SONJA** #5-7, after which **Louise Simonson**, **Mary Wilshire**, and **Nestor Redondo** take over as the regular creative team . . . Whew!

ITEM! That's all this month! Stay sharp! ●



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Computers and Comics: Introducing

QUESTPROBE™

by **Robert J. Sodaro**

"The relationship between comic books and video and computer games is a natural," says **Steve Springer**, editor of **AHOY!**, an internationally distributed computer magazine. "Not only are arcade-type games a lot like comic books in their general approach, but many people who read comics also frequent arcades. People who frequent arcades often purchase home game units, like an Atari or a Colecovision. When they master the simpler dedicated game units, they often look towards more sophisticated computers and computer games."

Given this relationship, it's no surprise to find Marvel introducing the first "computerized" comic book! Marvel recently announced that it had reached an agreement with **Scott Adams** of Adventure International to release **QUESTPROBE** the comics series, and a set of twelve adventure games starring several of the most popular Marvel super heroes.

Scott Adams is an innovative designer of computer adventure games with sequential storylines. For example, "Adventureland," "The Pirate Adventure," and **Scott's** new "Sorcerer of Claymorgue Castle" are among the very first of this type game available for the home computer market. Marvel is no stranger to the videogaming world either. In 1982, Parker Brothers developed the **Spider-Man** videogame for the Atari 2600 game system. That game, in which **Spidey** had to climb the side of a skyscrapaer to disarm a bomb while dealing with the threats of the **Green Goblin** and his hoods, was very simple in structure as well as in play. The new set of games from **Scott** and Marvel will outdo the old **Spider-Man** videogame in complexity and realism. The new games will interact with the gamer at a more involving level because home computers allow greater graphic capability and freedom in gameplay than dedicated game machines.

Crucial to **the QUESTPROBE** series is the awesome and mysterious **Chief Examiner**!

YOUR POWER IS NO LONGER YOURS ALONE! NOW I CAN DO AS I WISH WITH IT.
BUT YOUR HEROISM... PERHAPS THAT IS SOMETHING ONLY YOU CAN POSSESS!
PERHAPS THAT IS SOMETHING THAT CAN NEVER BE STOLEN.

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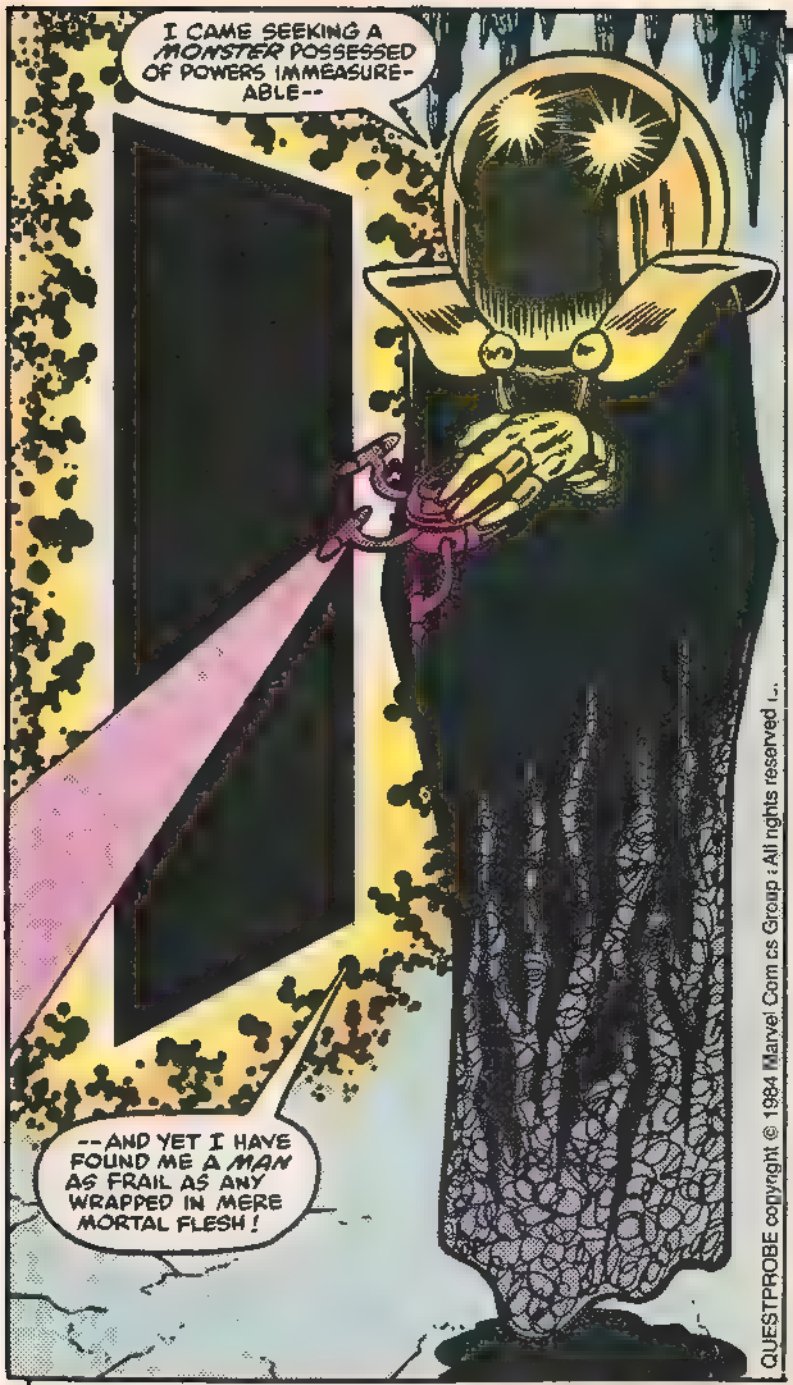
"It will not be necessary for computer gamers to know about the Marvel heroes to play the games," stated **Carol Kalish**, Direct Sales Representative for Marvel. "Nor will Marvel comics fans need to own a computer to understand the comics. Anyone who is both a Marvel fan and owns a computer, though, will have quite a treat!" For, the nature of the games and the **QUESTPROBE** series storyline, edited by **Bob Budiansky**, will fit neatly into the Marvel Universe over the four-year course of the project.

As **Bob** tells it, far out in the distant reaches of intergalactic space there lies a planet totally unknown to the peoples of Earth. This planet is home to a group of humanoid inhabitants who know nothing of the arts of war. They discover a terrible menace heading straight toward their planet. Their leading scientists determine that only the powers of a super hero can avert the impending catastrophe. Unwilling to allow their utopia to become tainted with the presence of outsiders, they devise a way to "re-create" the special powers of Earth's super heroes.

One of the most reknowned and intelligent of these scientists will journey to Earth to study the super

HALF A GALAXY AWAY, ON A PLANET WITH WHICH ALL OF US ARE FAMILIAR -- EARTH --
--AND WHERE WALKS THE INCREDIBLE HULK!
WHEREVER HULK GOES, HULK IS HUNTED, HOUNDED!
PUNY HUMANS FLEE FROM HULK! PUNY HUMANS SCREAM!
QUESTPROBE copyright © 1984 Marvel Comics Group All rights reserved.
HULK DOES NOT CARE WHAT PUNY HUMANS THINK OF HIM! HULK JUST WANTS PUNY HUMANS TO LEAVE HULK ALONE!
BUT WHEN PUNY HUMANS HIDE FROM HULK BEHIND SOLDIERS, TANKS AND PLANES, PUNY HUMANS MAKE HULK MAD!
AND WHAT HULK GETS MAD AT... HULK SMASHES!
MUCH TO THEIR REGRET, THE HULK'S LITTLE LESSON IN PEACEFUL COEXISTENCE HAS COME TOO LATE TO BENEFIT THIS DIVISION OF THE COLORADO NATIONAL GUARD!
BILL MANTLO SCRIPT
MARK GRUENWALD BREAKDOWNS
JOHN ROMITA INKS
JOE ROSEN LETTERING
GEORGE ROUSSOS COLORING
BOB BUDIANSKY EDITOR
JIM SHOOTER EDITOR IN CHIEF


I CAME SEEKING A MONSTER POSSESSED OF POWERS IMMEASURE-ABLE--
--AND YET I HAVE FOUND ME A MAN AS FRAIL AS ANY WRAPPED IN MERE MORTAL FLESH!
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The **Chief Examiner** in action!

heroes. This scientist, the **Chief Examiner**, will test each hero by causing him to step through a two-dimensional black rectangle. Nothing discernable will happen to the hero in question, but his or her precise molecular structure can now be recreated by the **Chief Examiner**. To the molecular clone will be added the persona of an individual from the **Examiner's** planet so that the **Examiner** can run several tests on the hero's powers. At this point, the games and the comics series diverge.

In the game, the player will actually take on the powers and abilities of each hero and run through each testing phase. In the comic, the alien-cum-super hero will be put through a series of tests. "Each testing sequence," **Bob** explained, "will display the hero's abilities. For example, **Spider-Man** would be tested for his wall-climbing power, **The Hulk**, for his strength, and **Thor**, for his power over the storm."

Bob and **QUESTPROBE** co-creator **John Byrne** have taken great care to work the computer game adventures into Marvel continuity. They helped **Scott Adams** design the games, and **John** will be drawing key scenes and many of the heroes for Adventure International so that video reproduction will be true to the versions of the heroes we know. Each issue will be produced by the regular creative team for the spotlighted super hero, to insure proper characterization.

"**QUESTPROBE** will be a masterpiece of cross-continuity," says Editor In Chief **Jim Shooter**. "**Scott** and the folks at Adventure International were eager for input from our creators here at Marvel. We've been deeply involved in this project all the way, making it faithful and original. It's clearly the next step in comics entertainment."

"I've been a Marvel fan all my life," **Scott Adams** concurred. "When I decided to publish my latest series of adventure games, the Marvel super heroes were my first choice to tie in. The characters lend themselves to an adventure environment. As a license property, too, they've proven themselves. They've got staying power."

Eleven of the games in the series will be self-contained. The twelfth will require knowledge acquired from the others. All of the games will draw upon scenes in accompanying comics. Plans have not yet been finalized to include issues of the comics in the accompanying game packages. Three games will be released each year, beginning this year with adventures starring **The Hulk** and **Dr. Strange**. The comics and the computer games will both be sold in comics specialty shops and computer stores. The games will be produced in multiple computer formats, compatible with Commodore, Atari, and Apple computers, available on disk, cassette, and cartridge. And, of course, the comics are from Marvel — and that makes them the best! ●

The Marvel Age — 1966 (Part I)

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by **Warren Reece**

Nineteen sixty-six was perhaps the most exciting and influential year so far in the Marvel Age of Comics. It was a year of spectacular and innovative continued epics that seemed to erase the dividing line between science fiction and adventure. In keeping with the serial format of this rich Marvel period, I'm going to present a multi-part examination of that zenith year, the very year that I myself became a monthly Marvel fan and collector. I daresay that if I had begun reading at a later date and missed some of these thrilling Marvel events I might not have become the person I did! What a thrill and privilege it is to share the excitement and wonder of that period with you. Now, put a good mid-sixties **Beatles** or **Byrds** l.p. on your turntable, switch on the stereo, get comfy with your copy of **MARVEL AGE MAGAZINE**, and enjoy as yesterday and today come together. . .

One can find the exemplary Marvel qualities in The **Master Planner** Trilogy from **SPIDER-MAN** #31, 32, and 33, The **Green Goblin** saga from **SPIDER-MAN** #39 and 40, **Doctor Strange's** duels with **Dormammu** and **Eternity** from **STRANGE TALES** #140, 141, and 146, The Netherworld Trilogy from **THOR** #128-130, and, most important, The **Galactus** Trilogy from **FANTASTIC FOUR** #48-50. Before we're done, we'll examine all these and more. First, though, let's get a picture of what it was like in the Marvel Bullpen at that time. We begin with a rememberance by former assistant editor **Gary Friedrich**, who came fresh up from Missouri in 1966 with his buddy **Roy Thomas** and **Roy's** acquaintance **Denny O'Neil**. Both **Gary** and **Denny** had worked as newspaper reporters, while **Roy** had been a teacher a short time before. **Gary** recalls his early days at the Bullpen this way:

"I went to work for Marvel in 1966, and I'd been in New York

City not quite a year. We were at 625 Madison Avenue in the Standards Brands Building on the second floor. It was a very small and very tight little group, and we had a lot of fun, and I learned an awful lot. **John Verpoorten**, artist and later production manager, came to work two weeks after I did; one day, I looked over at the wall and found this *huge blob* where the wall had been the day before, and I said something like, "What happened to my wall?" **John** shot back something like, "Where the hell did you learn to talk like that?" To paraphrase **Humphrey Bogart** in *Casablanca* — Louie, it was the beginning of a beautiful friendship! We hit it off right away!

"**John**, myself, and **Marie Severin** shared an office. Across the hall, **Larry Leiber** would turn out his half a page a week for **RAWHIDE KID**. **John Romita** was in that office a couple or three days a week. **Frank Giacoia** would come into the artroom sometimes. In the front office, we had **Sol Brodsky, Roy Thomas, Fabulous Flo Steinberg** the legendary gal friday, and then, **Stan the Man** had his own private little cubby hole."

December's Marvels carried the first Marvel Bullpen Bulletins page, which, every month since that date has carried the feeling that **Gary** spoke of to every Marvel reader worldwide! As for the other Marvel celebs of 1966, let's discuss them by looking at the epics they created.

We'll begin with **Stan Lee** and **Steve Ditko**. Nineteen sixty-five ended with the mysterious **Master Planner's** attempts to steal materials for certain nuclear experiments. In between thwarting the gang as **Spider-Man, Peter Parker** was juggling his college entrance, romantic crises with **Betty Brant**, and troubles after the physical collapse of his **Aunt May**. Now, in **SPIDER-MAN** #32 and 33, **Spidey's** raw power and indomitable spirit came through as never before. Learning that **Aunt May** was dying from radioactivity of the blood, resulting from a transfusion she took from **Peter** in issue #10,

he arranged to get an experimental serum called Iso-36, with help from **Dr. Curt Connors**. As the stuff was being delivered, the cannister was heisted by **the Master Planner's** gang! News reached **Peter**, and all hell broke loose! Using every power and connection at his command, **Spider-Man** went on a rampage through the city's underworld, furiously seeking a lead on the whereabouts of the gang!

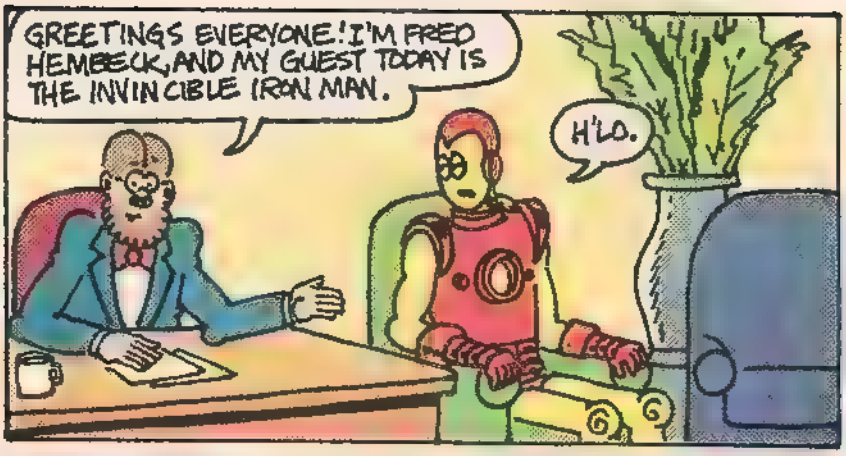
Finally, he met with success, gaining access to **the Master Planner's** hideout! He beheld the cannister of Iso-36 in a large room under a spotlight. It seemed too tempting. Suddenly, **the Master Planner** attacked, confirming **Spidey's** apprehension!

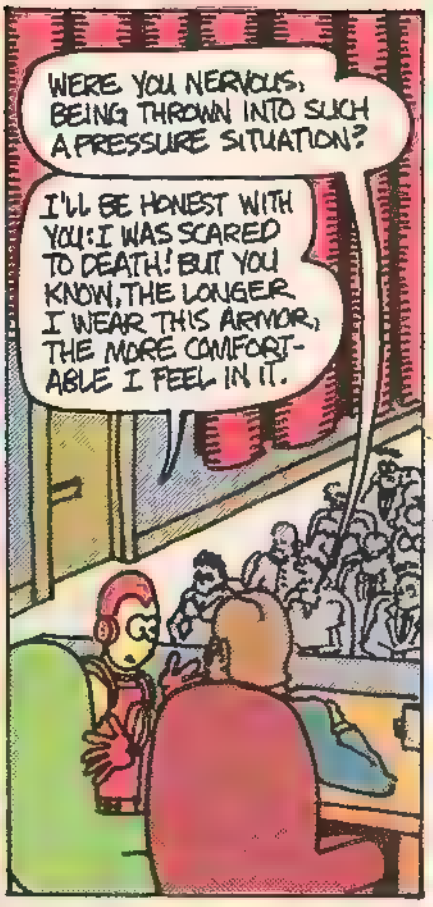
For those of you who have never read this thrilling tale, I won't reveal the true identity of **the Master Planner**, because the whole fantastic saga is soon to be re-presented in **MARVEL TALES**. Suffice it to say that after a nerve-shattering hand-to-hand battle, disaster struck! Heavy, cast-iron ceiling units started falling, the largest one trapping **Spider-Man** in a small hollow beneath it! Then, another doom literally trickled down!

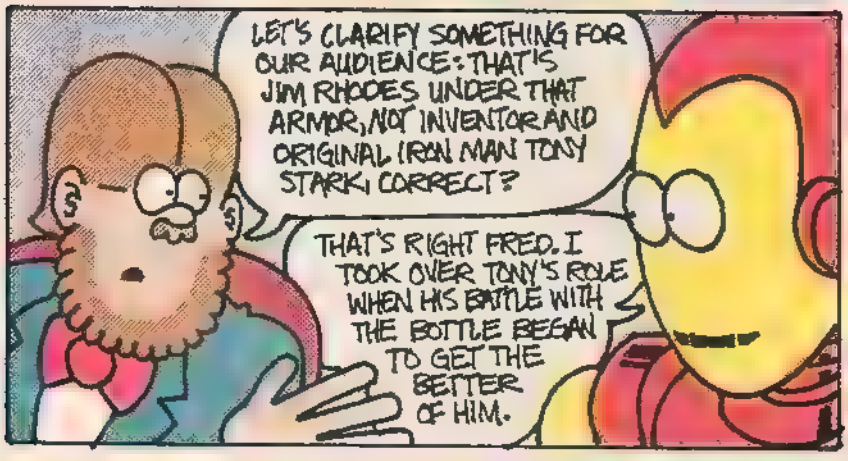
The ceiling was leaking . . . faster and faster! Within sight of the cannister which could save his aunt, **Spider-Man** faced death by drowning in the imminent flood! What a way to end an issue! Wow!

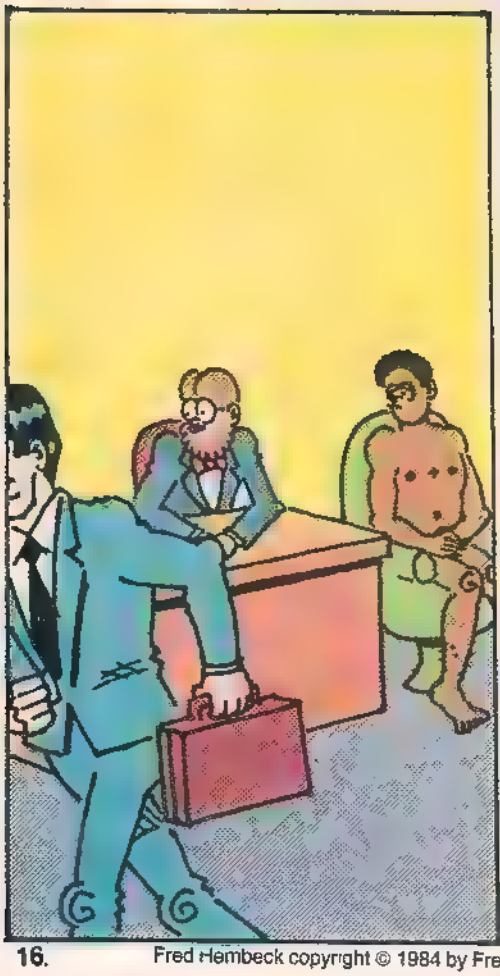
Well, in issue #33, titled "The Final Chapter," the fans witnessed an unforgettable follow-up. Straining with all his might under a burden that would've outweighed a locomotive, remembering the death of his **Uncle Ben** due to his own neglect, hampered by a leg injury, floodwater, and general exhaustion, **Spider-Man** slowly, agonizingly raised the massive cast iron unit . . . !

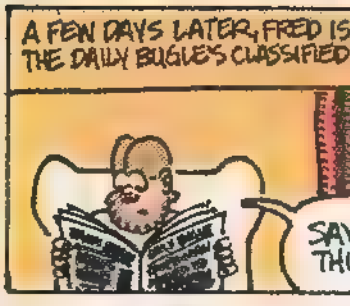
It was **Spider-Man's** finest hour, and it was **Stan** and **Steve's**, too. But the fans had plenty of finest hours to go, as you shall see in the next part of our survey of 1966! ●

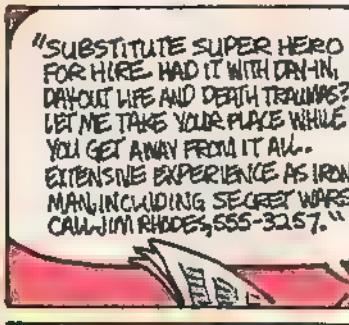


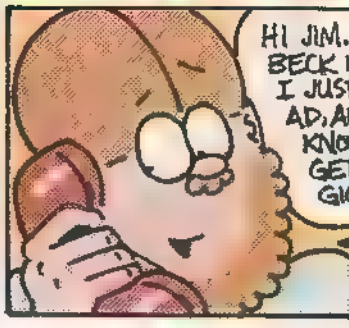

WERE YOU NERVOUS, BEING THROWN INTO SUCH A PRESSURE SITUATION?
I'LL BE HONEST WITH YOU: I WAS SCARED TO DEATH! BUT YOU KNOW, THE LONGER I WEAR THIS ARMOR, THE MORE COMFORTABLE I FEEL IN IT.


LET'S CLARIFY SOMETHING FOR OUR AUDIENCE: THAT'S JIM RHODES UNDER THAT ARMOR, NOT INVENTOR AND ORIGINAL IRON MAN TONY STARK, CORRECT?
THAT'S RIGHT FRED. I TOOK OVER TONY'S ROLE WHEN HIS BATTLE WITH THE BOTTLE BEGAN TO GET THE BETTER OF HIM.






"SUBSTITUTE SUPER HERO FOR HIRE. HAD IT WITH DAY-IN, DAY-OUT LIFE AND DEATH TRAUMAS? LET ME TAKE YOUR PLACE WHILE YOU GET AWAY FROM IT ALL.. EXTENSIVE EXPERIENCE AS IRON MAN, INCLUDING SECRET WARS. CALL JIM RHODES, 555-3257."



Fred Hembeck copyright © 1984 by Fred Hembeck. All rights reserved.

ARE YOU SAYING THEN THAT YOU'VE NO INTENTION OF RELINQUISHING YOUR IRON MAN ROLE NOW THAT TONY STARK SEEMS TO BE OVERCOMING HIS PROBLEM WITH ALCOHOLISM?
WELL FRED, I'LL ALWAYS BE INDEBTED TO TONY AND BE GLAD TO DO AS HE WISHES, BUT I HONESTLY DON'T THINK HE'D WANT TO DEAL WITH THE HASSLE OF BEING IRON MAN AGAIN...
GRRRR...
TONY?..
IT'S TONY STARK, FOLKS! LET'S HAVE A BIG HAND FOR...
OH MY...
SCANNING ADS WHEN...
, WHAT'S S?
FRED HEM- HERE. LOOK, T SAW YOUR D HAD TO ": DID YOU T ANOTHER
YEAH, I DID...
HEY, THAT'S JUST GREAT! THEN I GUESS EVERYTHING IS WORKING OUT PERFECTLY, eh?
WELL, I WOULDN'T GO THAT FAR...

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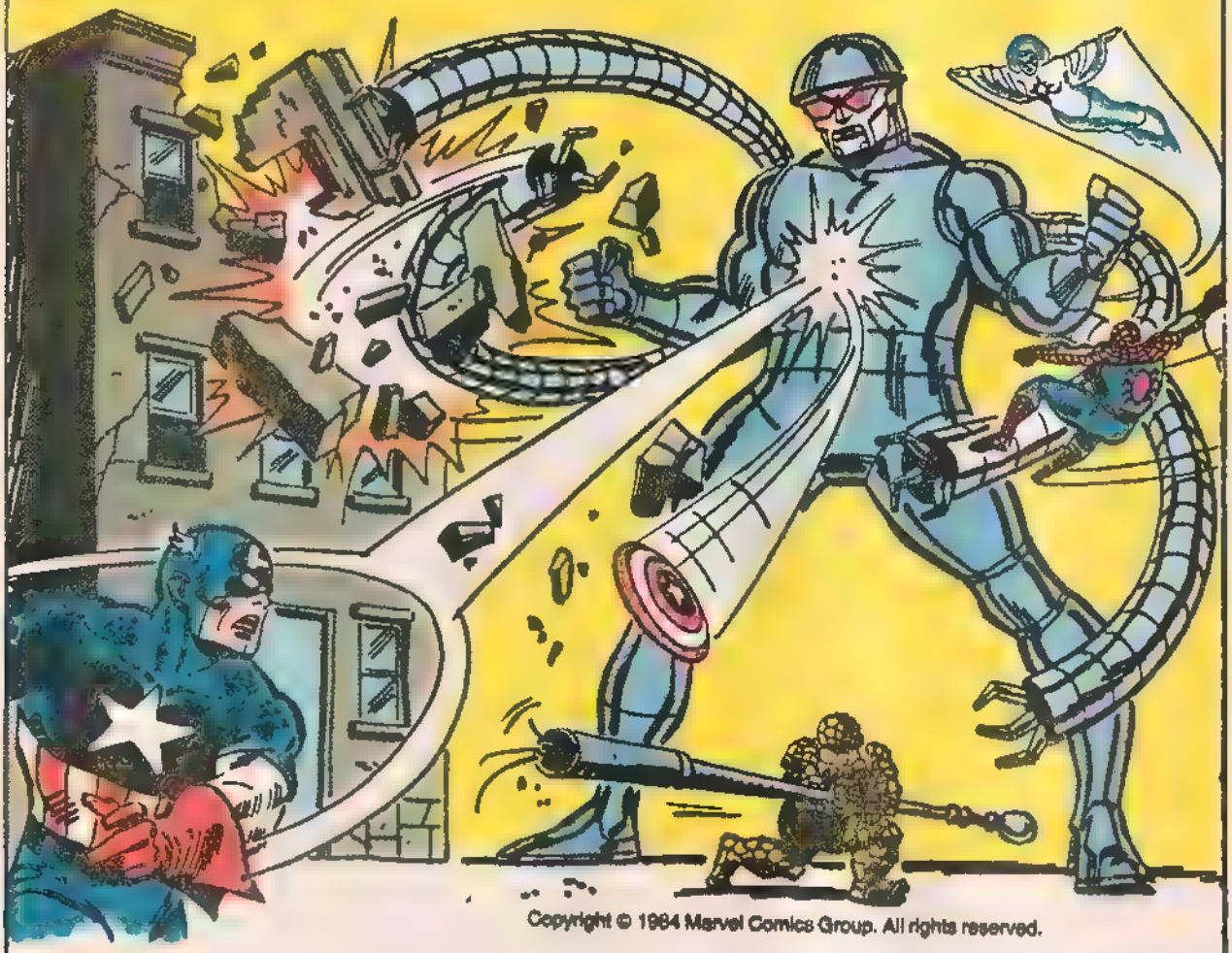
Introducing the Marvel Super Heroes Role Playing Game



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by **Steve Saffel**

How often have you dreamed of being a super hero?

The dream of superhuman abilities has kept people reading comics for half a century. Now you can become a super hero — or at least come as close as actually possible! This year, with comics enjoying their greatest popularity in history, Marvel Comics and TSR, Inc. bring you the new **MARVEL SUPER HEROES ROLE PLAYING GAME!**

THE MARVEL SUPER HEROES ROLE PLAYING GAME will debut in May, published by TSR, Inc., the publishers of the famous **DUNGEONS AND DRAGONS®** fantasy game that has swept the nation in a wave of popularity. Working closely with Marvel, TSR has produced a game that is completely faithful to the official Marvel Universe. Says game designer **Jeff Grubb**, "We made every effort to tie in with all aspects of the most popular and recognizable characters in comics today. This game gives you the chance to be **Spider-Man** in Manhattan fighting **Doctor Octopus** — and get home to **Aunt May** in time for dinner!"

The game includes a 16-page Battle Book, a 48-page Campaign Book, a 22" × 34" map describing a section of Manhattan, two 10-sided dice, and 25 cardboard game pieces corresponding to the Marvel super heroes. The game comes with a 16-page module, titled "The Day of The Octopus," designed by **Bruce Nesmith**, to set up the first adventure.

The game master directs the course of play. When an action is described, the game master throws the dice. The resulting number is cross checked with the character's established capacities on a universal table. This universal fact table translates the characters' abilities into a numerical value system. Elements of chance

THE BATTLE EFFECTS TABLE

Fighting		Agility		Strength			Endurance		
Slugfest	Hack & Slash	Shooting & Throwing	Dodging	Grappling	Escaping	Snatching	Charging	Slam?	Stun?
Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	1 area	1-10 rounds
Hit	Hit	Hit	2 shifts	Miss	Miss	Miss	Hit	Same area	No stun
Slam	Stun	Bull's-Eye	4 shifts	Hold	Escape	Grab	Slam	No slam	No stun
Stun	Kill	Kill	6 shifts	Hold	Reverse	Break	Stun	No slam	No stun

thus combine with ability to determine the success of any action.

The game's use of the Marvel Super Heroes is accurate to the tiniest details. The seven basic, or fixed, abilities ascribed to each hero are Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche. Intuition refers to such abilities as **Spider-Man's** spider sense or **Wolverine's** naturally heightened senses. Psyche refers, for example, to the willpower a character needs to cast spells, or to increased mental abilities in mutants. Characters also can have variable abilities: Popularity, Health, Resources, and Karma. These are advantage points which can be increased through experience. The game comes with initial statistics used to define the abilities of **the Fantastic Four, Spider-Man, Captain America,** and **Wolverine.**

After TSR releases the initial game package, they will continue to produce modules featuring different Marvel characters. The first one will star **the X-Men** in "Breeder Bombs," followed by **the Avengers** in "Time Trap," sporting a cover by **John Byrne.** Future adventures will spotlight **the Fantastic Four, Daredevil** and other solo heroes, **Alpha Flight,** and **the Incredible Hulk.** Each module will be sixteen pages long, extensively illustrated, and will include either a game map or additional counters. Modules will be issued on a regular basis. The game requires no playing board, although the map can be used as a playing surface.

The game is extremely easy to learn, and simple to play. According to game designer **Grubb,** test players found themselves ready to begin the action within twenty minutes after picking up the rules for the first time.

THE MARVEL SUPER HEROES ROLE PLAYING GAME was designed by **Grubb** with **Ray Silversdorf** and **Kitty Thompson,** and written by **Steve Winter.**

THE TSR STORY...

The first Dungeons and Dragons® game sets were assembled in 1973 by their co-creator **Gary Gygax** and his family around the dining room table. It took a full year to sell the first 1,000 sets. In marked contrast, TSR, Inc., producers of the new Marvel Super Heroes Role Playing Game, sold more than one million basic D&D sets between 1982 and 1983!

Gary, a former insurance underwriter, and his partner **Donald Kaye** formed Tactical Studies Rules in 1973. TSR Hobbies, Inc., was founded in 1975, shortly after **Donald Kaye's** untimely death. Prompted by continued success and growth, TSR Hobbies, Inc. divided into four individual companies in 1983. TSR, Inc., now manufactures adventure role playing games, boardgames, game accessories and toys, and publishes a variety of magazines, including *Dragon*, *Amazing*, and *Endless Quest* adventure books.

Dungeons & Dragons Entertainment Corporation co-produces the successful Dungeons and Dragons animated Saturday morning TV series on CBS with Marvel Productions, and is expanding into other entertainment media.

TSR Ventures, Inc., includes a Managerial Training Division and a Product Licensing Division, and TSR Worldwide, Ltd., is dedicated to business endeavors outside the United States. The company also maintains TSR U.K., Ltd., which has been in operation in Great Britain since 1980.

Regularly published game modules enhance and expand the D & D experience, as do the Advanced Dungeons and Dragons Metal Miniatures. TSR also produces many other games: **Star Frontiers,** the number one science fiction role playing game, **Gamma World** science fantasy game, and **Top Secret** espionage game. **The Marvel Super Heroes Role Playing Game** promises to be their latest success. ●

Marvel artists contributed the graphics which profusely illustrate the entire package and all the future game modules. Marvel Comics Product Co-ordinator **Deborah Highley** supervised the project, with editorial input from **Bob Budiansky**, **Mark Gruenwald**, **Denny O'Neil**, and **Peter Sanderson**. **Jim Massara** researched artwork needed by TSR.

As TSR completed work on each element of the game, they sent their results to **Highley**, who then checked with Marvel's editors to be certain of accuracy and consistency. **Highley** noted, "**Peter Sanderson** was particularly helpful in this stage. His knowledge of the Marvel Universe greatly contributed to the success of the entire project." **Jeff Grubb** added, "Everybody put in nights and weekends to make this project a reality."

Grubb, a former civil engineer from Pittsburgh, Pa., joined TSR two yeas ago. He has been active in gaming since college, where he was introduced to the **DUNGEONS AND DRAGONS®** game. His involvement with TSR began when he attended the annual GENCON® gaming convention in Kenosha, Wisconsin. When the opportunity arose to develop the definitive Marvel Role Playing game, **Grubb**, an avid Marvel fan, volunteered enthusiastically. "Visions of **Spider-Man** danced before my eyes!" he told us.

"**Jeff** and everyone involved in the project has shown an incredible enthusiasm from the day it began," commented **Deborah Highley**, "and to everyone's benefit, that excitement is manifest in the quality of the final product."

Designs are currently being completed for die-cast 25 mm white metal miniatures of Marvel characters which can be used in place of the cardboard game counters. Carefully detailed, these can be painted to add to the sense of realism that the **MARVEL SUPER HEROES ROLE PLAYING GAME** achieves.

The boxed package for the game carries a suggested retail price of $13.50, with additional game modules carrying a suggested retail price of $6.00. **THE MARVEL SUPER HEROES ROLE PLAYING GAME** will be a must for any Marvel Comics fan, fantasy gamesman, or adventuring spirit! ●

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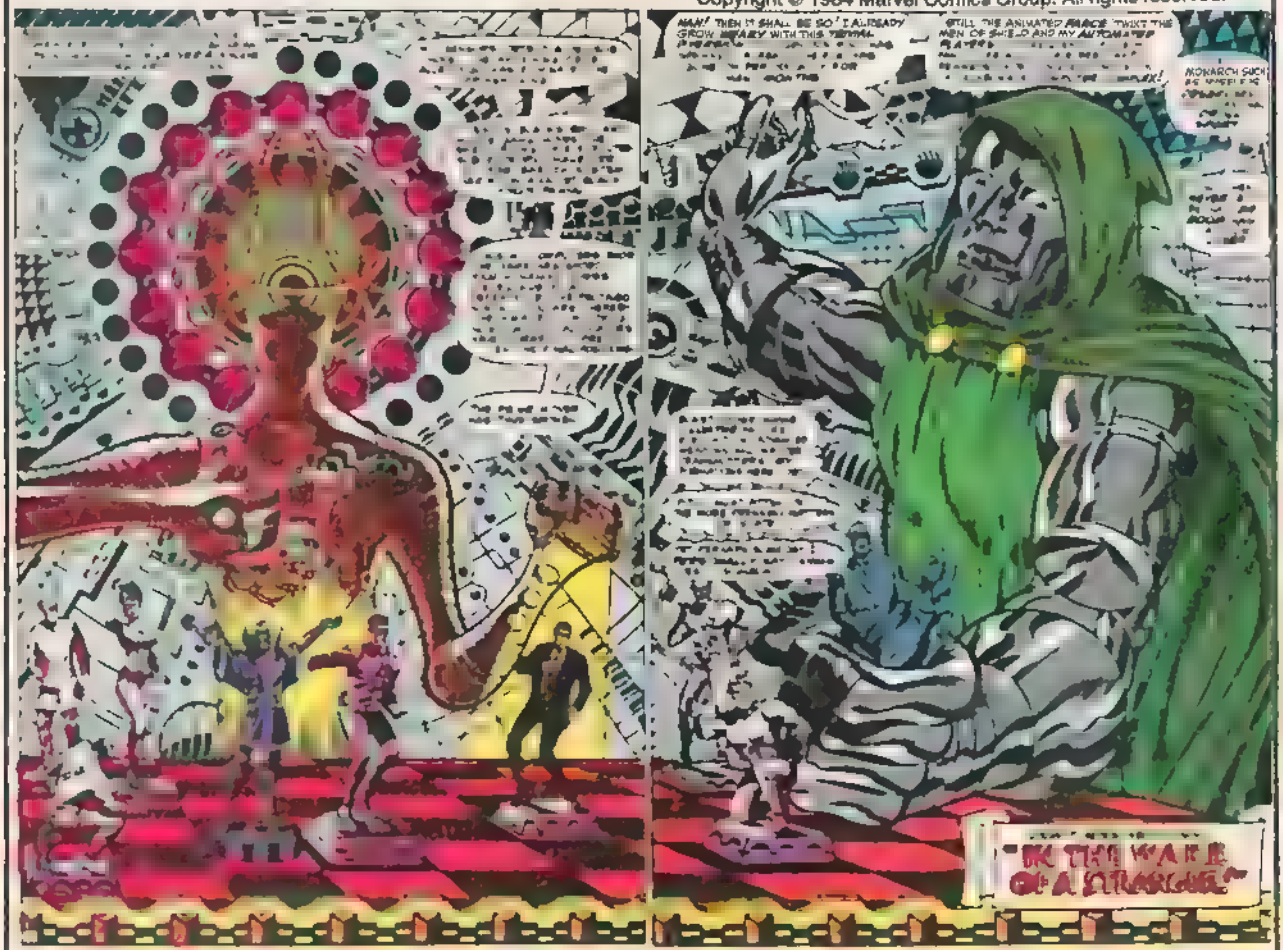

NAH! THEN IT SHALL BE SO! I ALREADY GROW WEARY WITH THIS TRIVIAL
STILL, THE ANIMATED FIGURE THINKS THE MEN OF SHIELD AND MY AUTOMATED
MONARCH SUCH
"IN THE WAKE OF A STRANGER"

One of the *original* masters of role playing games — **Doctor Doom**! This computerized king-making sequence first appeared in **STRANGE TALES** #167.

The MARVEL AGE Interview: Denny O'Neil

Photo by Michael Weisbrot

by **Mark Lerer**

Dennis O'Neil *is recognized by his peers and by fans as one of the best editors and writers in the comics field. His career, spanning over eighteen years, has included writing such diverse titles as* ***SPIDER-MAN, SUPERMAN, BATMAN, DR. STRANGE, THE SHADOW,*** *and* ***CAPTAIN MARVEL.***

In addition to his editorial duties for ***G.I. JOE, ALPHA FLIGHT, MOON KNIGHT, POWER MAN AND IRON FIST,*** *and* ***BIZARRE ADVENTURES, Denny*** *finds time to write* ***DAREDEVIL,*** *and chronicle with stunning depth the effects of alcoholism on* ***IRON MAN. IRON MAN*** *has garnered much fan acclaim and media attention as a result. This is nothing new for* ***Denny,*** *whose work on* ***GREEN LANTERN*** *for DC in the early 1970's explored social issues such as drug abuse, and garnered him in 1971 the Academy of Comic Book Arts' first award for professional excellence in writing.*

Denny O'Neil *considers himself "an American writer working in comics" rather than a "comic book writer." In addition to TV and movie work, he has published five books, several dozen short stories, and hundreds of articles and reviews including a regular media column for* ***EPIC ILLUSTRATED.*** *He has worked as a reporter, Navy journalist, radio commentator, and consulting editor for Ballantine Books' mystery line. He has lectured at dozens of colleges and universities and recently contributed articles to the prestigious "Historia de los Comics" published in Barcelona.*

In his spare time, ***Denny*** *enjoys Eastern philosophy, distance running and backgammon. He lives in Greenwich Village and has no cat.*

In recent issues of ***IRON MAN*** *it has appeared that* ***Tony Stark*** *may be on the road to recovery. Is he going to be all right?*

To be realistic, he's never going to be completely out of the woods. Alcoholism is a fatal disease for which there is no cure. Unlike other fatal diseases, alcoholism can be permanently arrested, but an alcoholic who gives up drinking can never drink again without once more suffering the full effects of the disease. In fact, the disease progresses so that if **Tony Stark** remains dry for ten years and then takes a drink, he'll suffer the increased damage as if he'd been drinking all those years. Only the proper help can keep alcoholism from killing you. So while **Tony** is indeed on the way to recovery, he will have to remain careful for the rest of his life.

What kind of a man is ***Stark?***

He's brilliant, but not philosophical. **Iron Man** is a purely technological character, and **Stark,** who created **Iron Man,** reminds me of **Howard Hughes** in some respects. I've been doing a lot of reading on computer science to try to figure out how a lot of these guys think. His relationship, say, to **Captain America,** is like the relationship between a bright young computer whiz and his grandfather. These two men are close politically and socially, and they have a lot of mutual respect and love for each other, but probably not a lot to talk about!

Tony's natural impulse is to do good — that's why he used the **Iron Man** identity for good — but most of his life **Stark** has accepted the conventional notions of "good" without questioning them or developing his own set of values.

Many of us remember ***Tony Stark*** *as cool, invulnerable — a man who had it all together!*

I see the character differently. I've been following **Iron Man** since he starred in **TALES OF SUSPENSE.** In all my years as a writer of comics stories — I've written close to a thousand by now — I have never explored a char-

acter in such depth. I spent the last year just plumbing the depth of **Tony's** soul.

I always considered his wealth, fame, good looks, and all his glamorous accoutrements as a front, a way of keeping everyone at a distance. My impression from early on was that **Stark** hid behind his wealth and status as he hid behind his armor. He's always been the lonely hero in the Marvel Universe. He's gone through one relationship after another with women, and he never had any close male friends until he met **Rhodey**. He's been a profoundly lonely man.

Well, the devastating experience of losing his fortune because of alcoholism will change **Stark** a bit. Taking the responsibility for seeking help was **Tony's** first step in taking down the defenses and becoming honest with himself. Once you become honest about a drinking problem you tend to become honest about many other things. The Alcoholics Anonymous program insists that you become honest about who you are. Taking responsibility for alcoholism, the program explains, is the first step in taking responsibility for your own life.

If **Stark** can regain his rich and glamorous life, he may have many of the same things he had before, but now he'll be aware of exactly what they are. Instead of the wealth using *him*, *he'll* be using *it*.

The **Erwins** are going to become very important friends to him. They're people he'll find he can talk to. **Clytemnestra** will become a crucial character in **IRON MAN** this year. She'll help **Tony** clarify a lot of his thinking and his decisions as he begins the next chapter of his life. And, of course, keep your eyes on **Rhodey**.

*Will **Iron Man** get back together with **The Avengers**?*

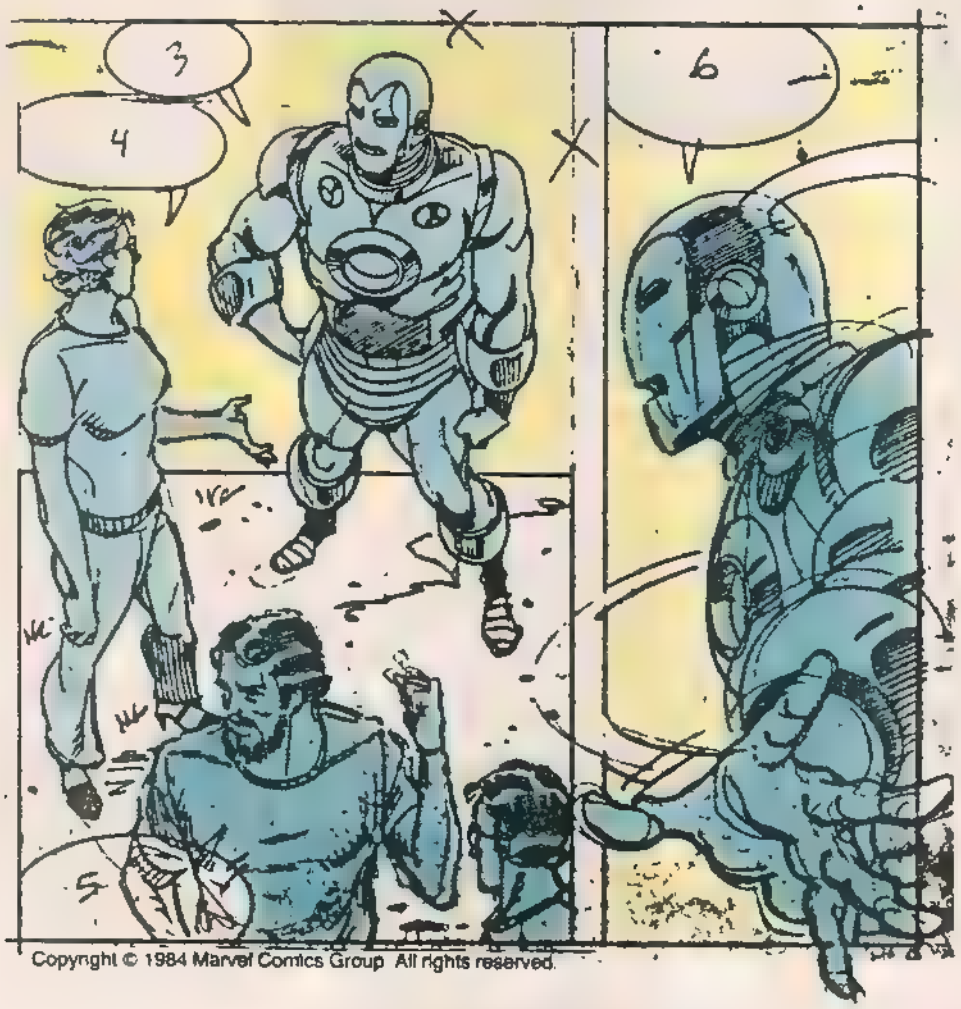
I don't know.

*The other character you write now, **Daredevil**, is quite a bit different from **Iron Man**, is he not?*

As opposed to **Iron Man**, Marvel's most technological character, **Daredevil** is our most humanist character. **DD** is a "right-side-of-the-brain" guy. He works on an intuitive level. If he ever stopped to *think* about where the flagpole was when he leapt off the top of a building, he'd fall and break his neck!

In upcoming stories, we'll shed a lot of light on **Daredevil's** super powers. Just how *does* **Daredevil** get around? "Radar" is a misnomer. Radar is actually a process of emitting a sound which bounces off an object and reports the object's position. But **Daredevil** senses the rhythms of the city differently. It's as if he becomes one with the city. He almost operates in a trance, wearing the city like a skin.

Daredevil seems to have an



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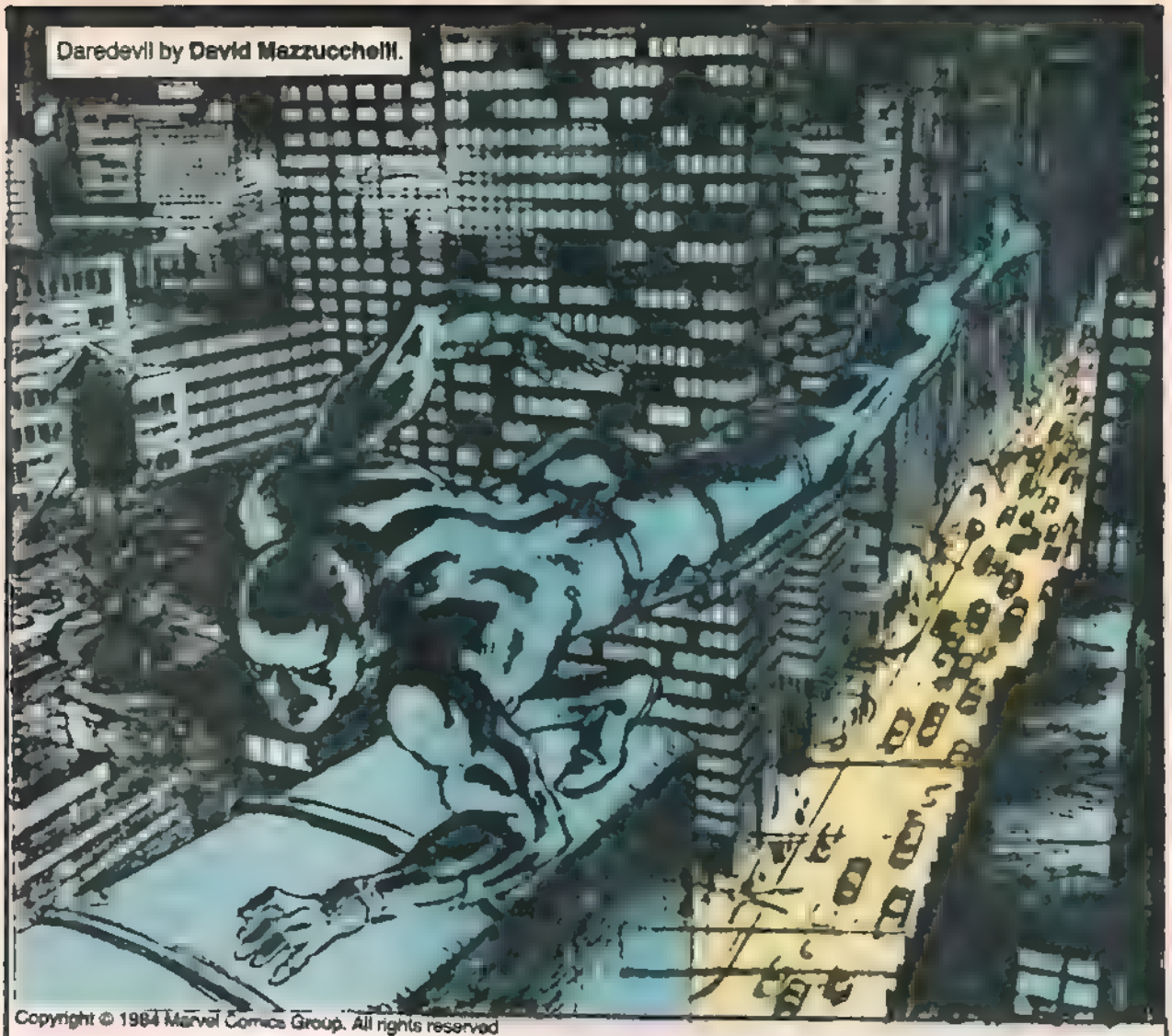

Daredevil by **David Mazzucchelli.**

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extremely refined attribute which Tai-Chi masters call a proximity sense. Tai-Chi is a form of meditation and exercise which originated in China and which has martial arts applications. One of its training techniques involves putting a subject in a dark room and asking him to describe his position with respect to his surroundings. **DD** kind of has the Tai-Chi flowing with his environment. His perfect balance and timing seem to rest on his instinctive knowledge of exactly where he is. That's what makes him extraordinary.

*That's all very interesting, but **Daredevil** never studied Tai-Chi.*

Didn't he? For the longest time, I've suspected that somewhere in **Daredevil's** past he may have gone off to study such a discipline. I think there's an untold **Daredevil** story floating around. I'll let you in on a secret — I've had an idea for a Graphic Novel in my head, perhaps to be called "Young **Daredevil**."

*Besides exploring the nature of his powers, what else does this year have in store for **Daredevil**?*

Matt's life will change significantly in the coming months. We're going to find out what his real problems are. One of his greatest personal conflicts is that **Matt Murdock** is a lawyer while **Daredevil** is a vigilante. This is a contradiction that **Frank Miller** examined in issue #181, and I'm going to give my own answer this year.

*Will **Matt** give up his law practice?*

It could happen.

Would he give up super heroing?

Oh, I don't think so. **Matt** needs to be a super hero a lot more than he needs to be a lawyer.

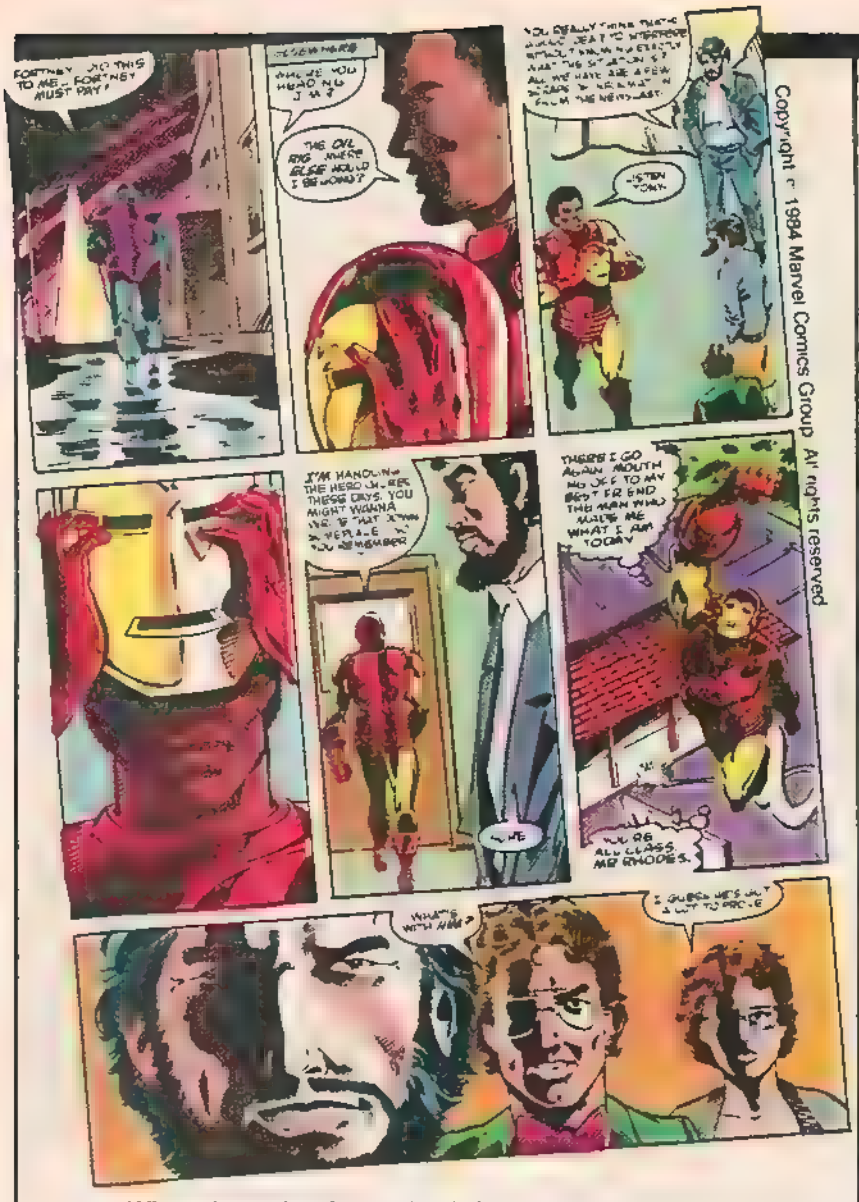
*What about **Foggy** and **Debbie**?*

There are going to be some traumatic changes in the lives of these characters. It's only natural. **Debbie** has betrayed **Foggy** and **Matt** out in the open, and the consequences must out. They may get divorced. They may reconcile. I can't say any more at this point.

The most exciting thing about **DAREDEVIL** these days is our new penciler, **David Mazzucchelli**. I just came back from a two hour lunch with **David**, and I'm really excited by the ideas he has. He's really bright, and he literally gets better from page to page. He doesn't draw a panel without thinking of the needs of the story. He's contributing a lot to **DAREDEVIL**, and it's all terrific.

*You've worked with many artists in your career. Describe your approach to writing a book like **IRON MAN** or **DAREDEVIL**.*

I usually have a vague idea of


FORTUNE DO THIS TO ME - FORTUNE MUST PAY!
WHERE YOU HEAD NU J M ?
THE OIL RIG WHERE ELSE WOULD I BE HOUND?
YOU REALLY THINK THAT'S A GOOD IDEA TO HIGHLIGHT SOMETHING NEGATIVE ABOUT THE STATION'S ALL WE HAVE ARE A FEW SCARS & WE'LL WAIT IN FROM THE NEWSCAST.
-LISTEN TONY-
I'M HANDLING THE HERO WORKER THESE DAYS YOU MIGHT WANNA BE THAT KNOW YOU REMEMBER
THERE I GO AGAIN MOUTH OFF TO MY BOSS'S FRIEND THE MAN WHO MADE ME WHAT I AM TODAY
YOU'RE ALL CLASS MR RHODES.
WHAT'S WITH HIM?
I GUESS HE'S OUT A LOT TO PROVE
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What does the future hold for **Tony Stark** and **Iron Man**? Upcoming issues will continue the drama, with surprises!

where the characters are emotionally about six months in advance. For example, I had **Tony's** descent into alcoholism in my head about six months before it happened. Until recently, I would come up with a situation first and then write the characters into it. Now, though, I'm working in a more traditional literary way, starting first with the characters and having the story come naturally from them. **Tony Stark's** being an alcoholic, for example, dictated that certain events would happen. There's an old axiom, "character is action."

Then, say, **Mark Gruenwald** and I will go to an Indian Restaurant and talk out the plot over dinner. **Mark** contributes a great deal to **IRON MAN**. Most of the villains have been his suggestion — although I take credit for **Obadiah Stane**. I like to plot **DAREDEVIL** with **David.**

Why do you write in a complete script?

I like to pace my stories myself. Also, that way I have the option of changing my mind if something occurs to me half way through! **Luke** isn't always available for plotting, but ideally I'd like to plot every story in the presence of the artist who was going to draw it. Some artists like to contribute to the plotting and some don't. Some are content to get the story, to go home, and draw it. As far as I'm concerned, the more the artist is involved, the better. Still, every collaboration has different rules and I tailor the working relationship to the artist.

It usually takes me about three meetings to get to know a new artist. I enjoy working with **David** and **Luke** because they're "thinking artists" who take into account the needs of the story. Things like what clothes a character would wear, his characteristic gestures, his posture, and what the interior of his apartment looks like are vital to characterization and storytelling. Even when the artist works from a full script he provides all the story information except for the purely verbal. Comics have a reputation for being simplistic but they are far more complex to write than straight prose and only work when all the elements integrate.

A good artist or writer must know the rules of the craft, which we discard when there's a reason to. The greatest comics artists are those who create a world you can believe in. Outside the mainstream companies today, that would include guys like **George Herriman**, **Carl Barks**, **Milt Caniff**, **Walt Kelly**, **Will Eisner**, and **Charles Schulz**. Comics fans often leave out **Charles Schulz** from their discussions, but he's created a wonderful and believable world! I'd define art as a unique way of viewing the world combined with the technical skill to make others see that vision.

Many of the books you edit are undergoing developments. We've already covered ***G.I. JOE*** *and* ***ALPHA FLIGHT*** *in recent issues of* ***MARVEL AGE MAGAZINE****. Tell us about the new plans for* ***MOON KNIGHT****.*

MOON KNIGHT, THE FIST OF KHONSHU #1 goes on sale soon. As you know, this hero will be undertaking a completly new direction. We've reconceptualized him from the ground up. He'll have new weapons and a modified costume. **Marc Spector** has a new profession. He'll be an art dealer, lending an international jet-set flavor to the mystical adventures he has as **Moon Knight**. Some of the supporting cast will depart. Furthermore, there will be a major rift between **Marc** and **Marlene** in the first issue.

No other hero operates like **Moon Knight** will. Three blind

monks in Egypt once a month become aware of an evil presence which threatens the spirit of **Khonshu**. They call upon **Moon Knight** regularly to combat such an evil — but **Moon Knight** doesn't always want to! They don't have total control over him — nor does he always have complete say in the matter.

Alan Zelenetz will write the new series. We've selected a brand new surprise artist from half a dozen whom we auditioned for the strip. Oh, and newcomers need not worry — we'll be re-telling **Moon Knight's** origin.

*What's up in **POWER MAN AND IRON FIST**?*

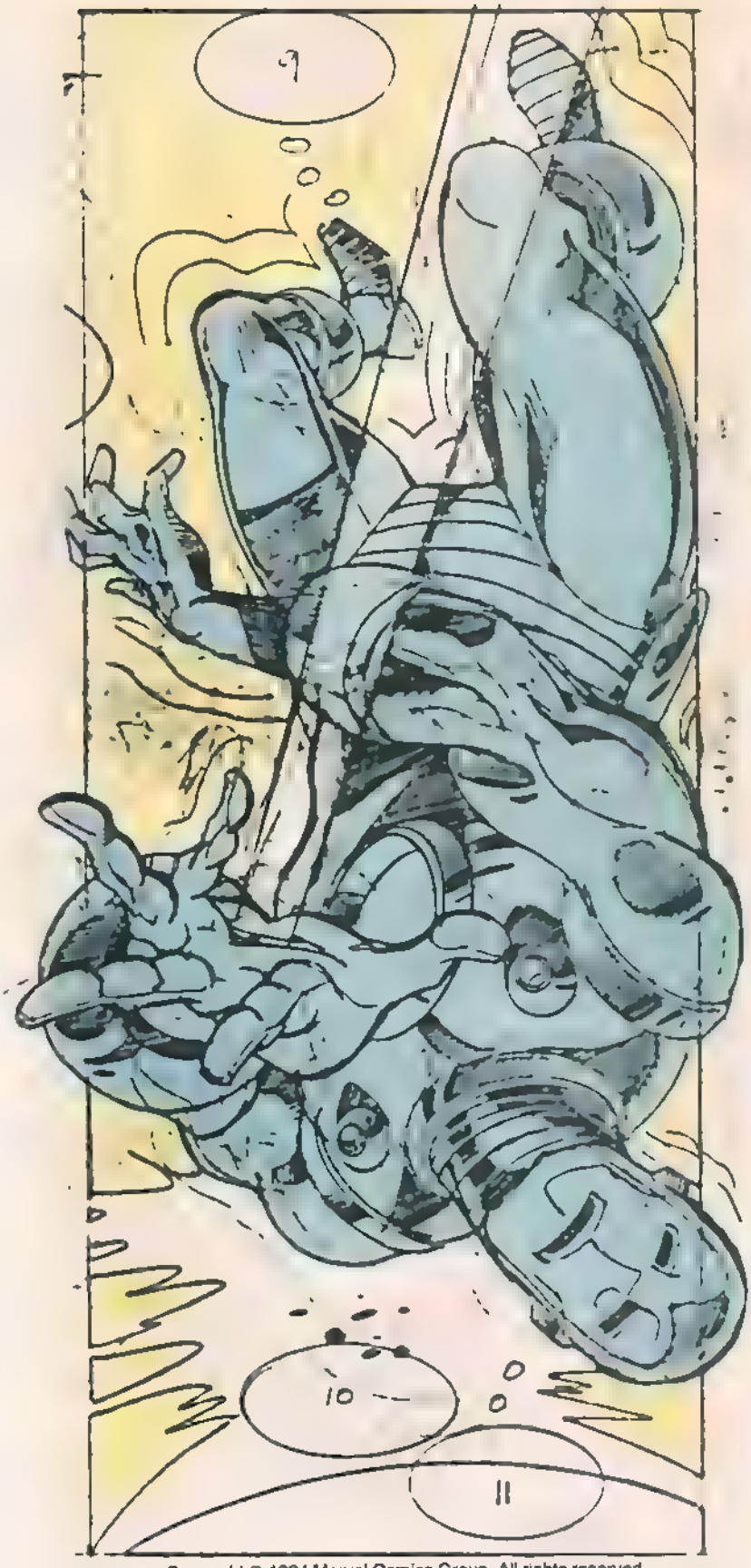
This title has a new writer, **Jim Owsley**. I predict that within two years he'll be one of the best writers working in comics. His prose is witty and musical, and he's learning plotting very well and very quickly. I suppose that I'll serve as **Jim's** teacher for about six months, after which time I'll have nothing left to teach him. He's got new ideas, a new style, and entirely new notions of who the characters are. It's a pleasure to be working with him.

*How about **BIZARRE ADVENTURES**?*

Ah, yes. There will be three issues of **BIZARRE ADVENTURES** this year. Look for "Strange Beasts" by **Chris Claremont** and **Michael Golden**, a "Revenge" issue, and once again a "Hate the Holidays" issue, this time hitting *all* the holidays, not just Christmas. **BIZARRE ADVENTURES** is our maverick book. We like to keep it, shall we say, non-commercial in nature!

*Finally, a question about your career in comics. From your award-winning work in the early 1970's to today's **IRON MAN**, realism and social issues have been concerns of your writing. Can comics be a vehicle for serious treatment of social issues?*

Well, introducing current events into my stories is natural for me because my training was in journalism and I still do reporting occasionally. I think it's something we ought to try from time to time. Anything we *can* do, we ought to do. ●



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The New Talent Department

This month's **New Talent Department** looks at the work of **Kyle Baker. Kyle** was an intern at **Marvel** last year and quickly made a lasting impression. He's inked backgrounds for **Joe Rubinstein** on **DREADSTAR** and just completed his first year at the School of Visual Arts here in New York, working hard at developing his drawing skills. Here we present a couple of sample pages of **Kyle's** pencilling, with professional critical comments provided by **John Romita, Senior.** Note: unfortunately, we only have space to reproduce two of the four pages that **John** looked at.

"In the four pages that I looked at, **Kyle** showed that he's especially able at conveying mood and drama. He's a good scene-setter, and on the first page (reproduced here), the establishing shot of the **X-Men's** mansion leads in well. There are elements, though, that **Kyle** might put in to make the continuity stronger, for example, on page one we could use a close-up for human interest. On page two, depicting a battle sequence in the Danger Room, continuity suffers when we don't see any sign of opponents in two of the panels.

"Page three (reproduced here) has a strong setting and shows a convincing sequence with human interest. Again, these are areas where **Kyle** is very capable. Once more, though, I can point out where the action could be made clearer. Both rooms are too similar. We should have a completely different room in panel three. Page four, showing **Kitty Pryde** phasing through the walls of the mansion to join to **X-Men** in the Danger Room, has good mood and makes an interesting sequence, but a jump from panel one to panel two was a little confusing. Such moments might present a problem not only for the reader but for the writer when he has to script the panels — that's something that a professional learns to watch out for."

We agree with **John** that **Kyle's** a talented newcomer who's certain to develop into a top professional before too long! Watch for his work in coming years and best of luck to **Kyle** at S.V.A.!

How To Submit Your Samples . . .

For anyone interested in submitting work to us, we recommend producing samples for **THE OFFICIAL MARVEL COMICS TRY-OUT BOOK**, available in comics shops or by mail. If you cannot obtain the **TRY-OUT** book, here is a brief recap of our requirements.

Send photocopies — do not send original art. Each submission must include a stamped, self-addressed envelope with proper return postage. Otherwise, your samples will be thrown away.

WRITERS — Submit brief plot synopses only. Do not send scripts, short stories, or long outlines. Submissions must be typed. A plot synopsis should be no longer than two types pages. Send two synopses at most.

PENCILERS — Submit two to four pages of panel-to-panel continuity. Do *not* send pin-ups, abstract art, landscapes, etc. Drawings should be in pencil on kid finish Bristol paper. Your pages should be one-and-one-half times as large as the pages in the printed comic. Draw any characters you want, but show a variety of settings and situations. Demonstrate that you can draw super heroes, ordinary people, action and quiet scenes.

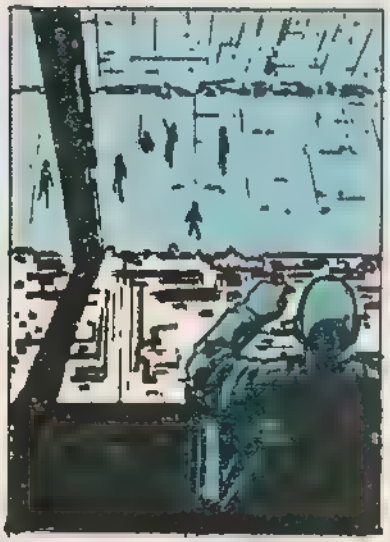
INKERS — This is a tough one. First, you will have to get pencil drawings to ink, either your own or someone else's. It's perfectly all right to trace the pencil drawings. Again, your work should be on kid finish Bristol paper, and should be panel-to-panel continuity. Use india ink. Before inking the pencil art, you must photocopy it. Submit both the inked work and the photocopies of the original pencil art. Two to four pages is fine.

LETTERERS — Submit samples of lettering approximately one-and-one-half times larger than the lettering printed in the comics. Include samples of sound effects, titles, and display lettering. Letter your samples in India ink on kid finish Bristol paper.

COLORISTS — Without the **TRY-OUT** book, there is really no easy way to submit coloring samples, because our coloring process is complicated and very specialized. If you really want to try, though, buy a copy of a Marvel pocket book that's printed in black and white. These are on sale at most stores that carry paperbacks. Photocopy half a dozen or so pages on *bond paper.* Color these bond paper photocopies with colored inks, dyes, watercolors, or whatever tools you have available Professionals use Dr. Martin's water-color dyes which may not be available where you are, but that's not important; if your samples are really outstanding, we'll try you out on regular pages and loan you a Dr. Martin's kit. Remember, our regular color printing process is very restrictive. A lot of modeling and color blending will only show us that you aren't familiar with the limits of comic book printing. In general, the simpler your coloring samples are, the better. A brief discussion of comic book coloring appears in **MARVEL AGE MAGAZINE** #13, available at most Direct Sales Outlets.

All submissions should be addressed to:

Submission Editor
Marvel Comics Group
387 Park Avenue South
New York City, NY 10016



DANGER ROOM ACTIVE

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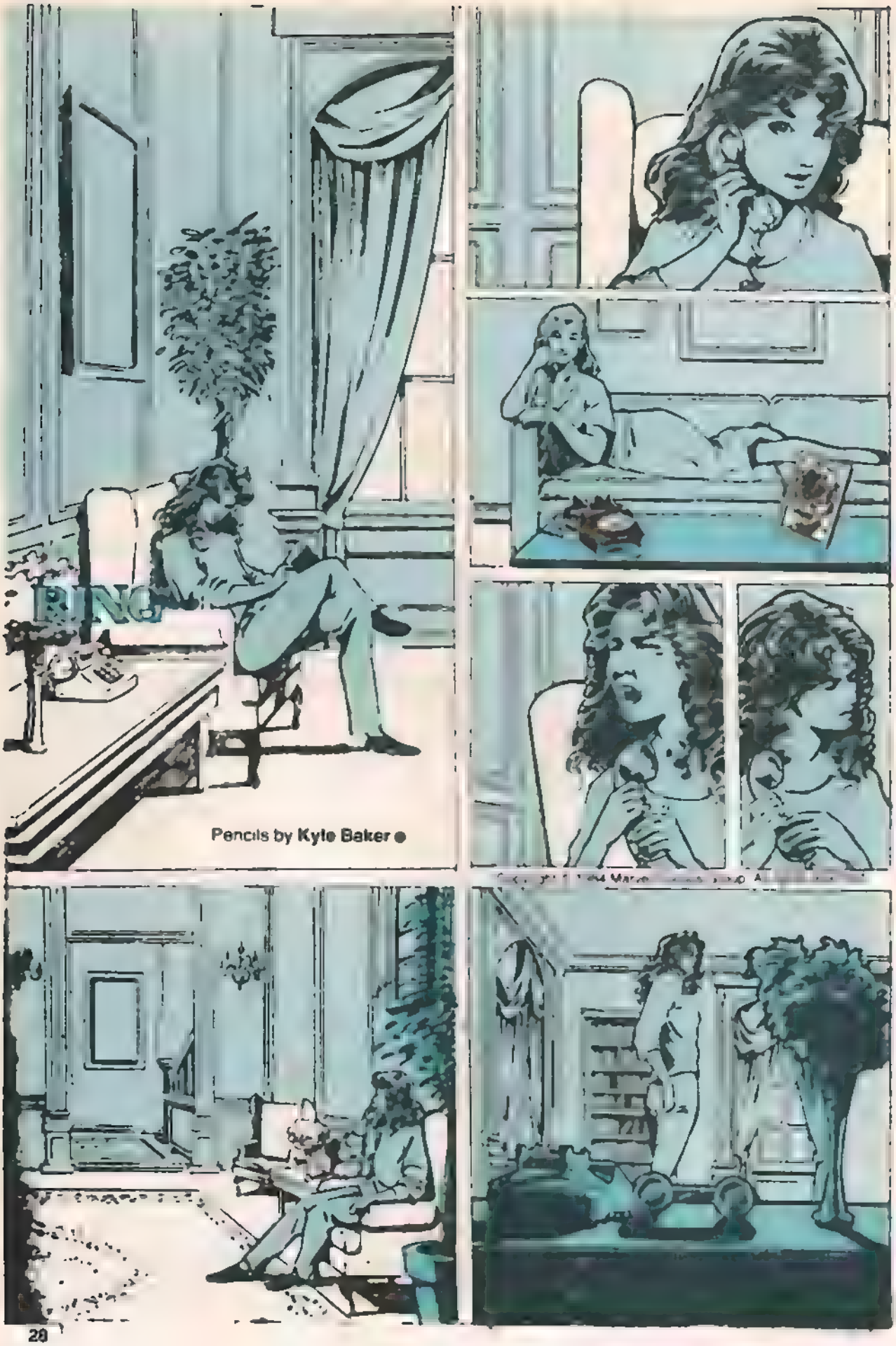
Pencils by **Kyle Baker**


RING
Pencils by Kyle Baker

BEHIND THE LINES

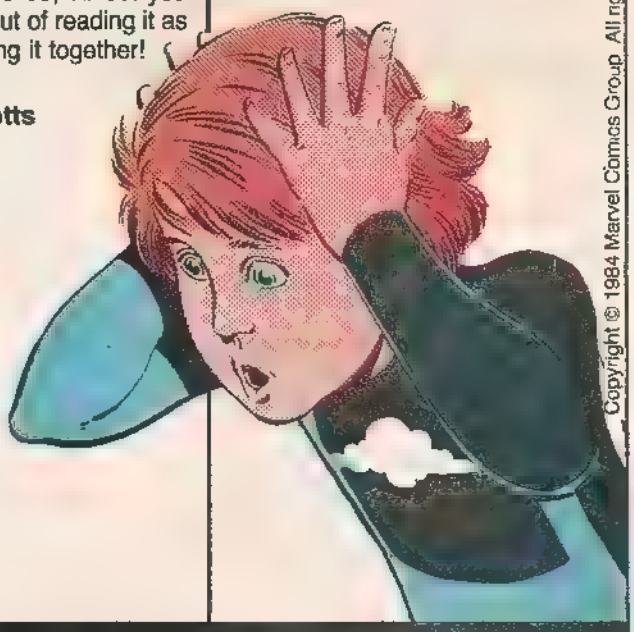
Plugging-a-Great-New-Book Dept.

If you've been paying attention at your newsstand or comics shop, you no doubt noticed the first issue of **POWER PACK**. It hit the stands about four weeks ago. If you missed it (shame on you!), run on down to your dealer — you may get lucky and find a copy left unsold. Issue #2 will be on sale soon, too.

In case you can't tell, I'm very enthusiastic about **POWER PACK**. It's exciting, it's fun, it's got wonderful writing and excellent art — it's just plain great. Writer **Louise Simonson** (formerly **Jones**) and penciler **June Brigman** combined their considerable talents to create what has to be one of the freshest concepts in comics today. Add inker *extraordinaire* **Bob Wiacek**, coloring whiz **Glynis Wein** and lettering legend **Joe Rosen** to the team, and you'll think it's amazing that one book could contain so much talent.

I'm very proud to be the editor of this project. If you haven't checked it out already, please do; I'll bet you get as big a kick out of reading it as we do out of putting it together!

— Carl Potts



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MARVEL PERSONAL APPEARANCES CALENDAR

compiled by **Lynn Cohen**

It's just about summer, and here at Marvel the editors and all Marvel creators have been busy making plans to attend the summer conventions. This year the big summer cons are in New York City (DIMENSION CONVENTION June 23 & 24), San Diego (The SAN DIEGO COMIC CON June 28 to July 1) and in Chicago (THE CHICAGO COMIC CON July 6-8). Most of Marvel's creators will be attending at least one of these conventions. Only confirmed guests are listed here, so check with the convention to learn who else may be attending.

Please call ahead to the locations listed to check on any changes in the convention schedule.

June 2 & 3: New York City: Creation Convention at The Roosevelt Hotel with **Denny O'Neil, Bill Sienkiewicz, Terry Austin, Archie Goodwin, Carl Potts, Walt Simonson, Louise Jones, Bob Wiacek**

June 2 & 3: San Francisco: Creation Convention at the Holiday Inn Golden Gateway with **Butch Guice & Al Milgrom**

June 9 & 10: St. Louis, MO: St. Louis Comic Con at the Collinsville Hilton with **Ron Frenz & Louise Simonson**

June 9 & 10: Philadelphia, PA: Creation Convention at the Philadelphia Centre Hotel with **Bob Wiacek & Jo Duffy**

June 16 & 17: Washington DC area: Creation Convention at the Hyatt Regency Crystal City, VA with **Denny O'Neil & Ron Frenz**

June 23 & 24: New York City: Dimension Convention at the Sheraton Centre Hotel with **Stan Lee, Jim Shooter, Laurie Sutton, Mike Carlin, Al Milgrom, Larry Hama, Walt Simonson, Denny O'Neil, Chris Claremont, Mike Zeck, June Brigman, Mark Bright, Harlan Ellison** (212-796-6275)

June 26: Las Vegas, NV: Page After Page (store) 1235 East Charleston, with **Carl Potts**

June 28, 29, 30, July 1: San Diego, Ca: San Diego Comic Con with **Jim Shooter, Ann Nocenti, Archie Goodwin, Carl Potts, Jo Duffy, Jim Starlin, Bob Layton, Steve Englehart, Frank Cirocco** PO box 17066, San Diego, CA 92117

July 3: Santa Fe, New Mexico: Book Mountain (store) 2101 Cerrillie Rd with **Archie Goodwin** (4-7 pm)

July 5: Albuquerque, New Mexico: Don's Paperbacks (store) 1013 San Mateo SE with **Archie Goodwin** (12-2:30 pm)

July 6, 7, 8: Chicago, ILL: Chicago Comic Con at the Ramada Inn-O'Hare with **Jim Shooter, Carl Potts, Archie Goodwin, Jo Duffy & Al Milgrom** (312-827-5131) ●

Send your letters to MARVEL AGE MAGAZINE, % Marvel Comics Group, 387 Park Avenue South, New York, New York 10016

Greetings! This month's letter-column title comes from *Lance Wright* of Fremont, California! The dictionary defines "agglomeration" as a "clinging together into a heap or mass." Perfect, right? Or do you guys think the California sun may have baked *Lance's* brain beyond repair? Anyway, on to this month's agglomeration . . .

Dear **MARVEL AGEr**s,

First, I'd like to say that **MARVEL AGE MAGAZINE** is a great idea. I enjoy reading it every month, and the price certainly can't be beat. It's the articles about new and upcoming events and comics that I enjoy the most. I had seen **MARVEL FANFARE** on the stands, but had never bought a copy. After reading your article on it, though, I went right out and picked it up. I'm glad I did!

"The **G.I. JOE** File" in issue #15 gave an informative look at that mag. I buy **G.I. JOE** every month, and I find it very realistic. However, **Mr. Zimmerman** made a couple of statements in the article I'd like to comment on. First, he quoted **Larry Hama** as saying that army corporals have been replaced by specialists. While there are many more specialists than corporals now, both serve purposes in the army. A specialist is a rank given to a deserving person in a specialized MOS. Corporals are given the rank for authority. They are mostly found in squad leader positions, while specialists do not hold leadership positions. As for the computer chip dog tags, there's been a lot of talk about that one. I've been at Fort Devens, MA for six months now and I've never seen one. I just wanted to set the record straight. Keep up the good work.

Pvt. Dennis P. Vernazzarro, Jr.
Box 62
Company A, 1st BN, AISD
Fort Devens, MA 01433

Thanks for the information, *Private!* Since you enjoyed *Dwight Zimmerman's* article, you'll want to check out our interview this issue with *G.I. JOE's* editor, *Denny O'Neil*. Glad we could turn you on to *MARVEL FANFARE*, too, *Dennis* (can we call you *Dennis*?) — and best of luck on the rest of your hitch!

Dear **Jim** and **Mark**,

Ever since I started buying your magazine, one thing has me puzzled. How can you keep **MARVEL AGE MAGAZINE** at half the price of a regular comic, when it's published at the same size and has no ads?

Tim Perrin
R.R. #3 Aderton
Ontario, Canada
N0M 2A0

With great difficulty! We cut corners here and there — like we pay *Fred Hembeck* in Marvel Value stamps, and *Jim Salicrup* makes his office in a corner of the Marvel Bullpen broom closet! We keep the thermostat down at 20 degrees to save on heating costs! Some sacrifices must be made — but you guys are worth it!

Dear **MARVEL AGE MAGAZINE**,

I read your New Talent Department regularly because I'm an artist myself and would someday like to break into Marvel. I have **THE OFFICIAL MARVEL COMICS TRY-OUT BOOK** and I want to know how I should submit my art. Do I send the book as is? Do I take out the finished pages and send them in? Or do I photocopy the pages and send in the copies?

George Vila
72 Pinewood Ave.
Toronto, Ontario
CANADA M6C 2V1

Your third guess is the best, George. If you send in photocopies of your art, you won't have to worry about your original work being lost or damaged in the mails. And we can tell if your work is good enough from looking at photocopies in most cases.

Dear **Jim Salicrup**,

What do you think you're playing at? I read your editorial in **MARVEL AGE MAGAZINE #15**. You go around saying things like "Now you may wonder, where do I leave my tip? Whatever you do, don't leave it with the owner of your comic shop . . . despite his sloppy appearance, he's probably rich already!" You're going to lose my sympathy, you bozo! I dress this way because I can't afford new clothes, not because I like it! See? Jeans re-patched for the fifth time, jacket bought six years ago second-hand from an Oxfam shop — I rely on Christmas for socks and you're going around telling everyone I'm an eccentric millionaire! I object! Plus, I'm also

a woman and I object to your assuming that your sex is the only one crazy enough to get into the comics business! The only tip I ever got was 1p. That's about 1.4¢ in American money, and about .000001% of what my labor around here is worth, I can tell you. It's us comic store runners who keep you in silver salvers, you know . . . Oh, and you can tell **Byrne** that if he wants my crayolas, they might improve his artwork . . . humph . . .

Alison Sloss
Rainbow's End
78-A Cowley Road
Oxford OX4 2BX
England

***Alison*, we stand corrected! Anyone who dresses in second hand clothes and has it in her heart to selflessly give her crayolas to a famous artist like *John Byrne* has got to be the salt of the Earth!**

Dear **MARVEL AGE MAGAZINE**,

I just found out that you are cancelling **MOON KNIGHT** and **MICRONAUTS** as direct-sales only titles, and reinstating them as newsstand-and-direct titles. I'm not sure why you're changing the numbering back to #1, but my real question is about my subscription. I just renewed my sub to **MOON KNIGHT** with issue #35, and I want to know if I'll continue to get the new title to fill out the rest of my subscription's run. I'm sure many people are in the same situation!

James Lindbloom
133 College Ave.
Poughkeepsie, NY 12603

Worry not! Everyone who has a subscription to *MOON KNIGHT* and *MICRONAUTS* will receive their full money's worth — which means that the new titles will fill out the remainder of your subscription run!

As for why we're bothering to start the numbering again at #1 — these characters are undergoing significant turns and their books will boast new *titles* as well as new numbering. Look for *MOON KNIGHT, THE FIST OF KHONSHU* and *MICRONAUTS THE NEW VOYAGES*!

Hello **MARVEL AGE** ones,

How's life? Okay, next question. In the "Spotlight on **MARVEL FANFARE**" article, **Mr. Lerer** and **Mr. Hausler** wrote that the "Wolf Boy" series ran in **FANFARE** #10-12, when it really ran in issues #8-11. No joke, check for yourselves. The backup story in issue #12 was the one featuring **Ms. Nocenti, Mr. Stern** in the red-white-and-blue undies, and the Living Legend in the real red-white-and-blue undies. Oh, well — pobody's nerfect!

Brad Paynter
New Preston, Ct

Ko nidding!

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Dear **MARVEL AGE** People,

Re: **Jonathan E. King's** letter in **MARVEL AGE** #14 about the appearance of Marvel creators and editors appearing in the comics themselves. Unlike **Jonathan,** I welcome these appearances most of the time, but some ground rules ought to be laid down about the logic of such events.

It is perfectly logical for a Marvel Comics Group to exist in the Marvel Universe, but the stories that appear in the Marvel Comics of the Marvel Universe must be mostly fictitious. The notable exceptions seem to be **THE FANTASTIC FOUR** and **THE THING.** As has been shown in **F.F.** #262 and **THING** #7, **the F.F.** lease their names, likenesses, and publishable adventures to the Marvel Comics Group. **John Byrne** seems to be forced to make up stories once in a while for the comics, much to the **Thing's** outrage. But the only reason that the Marvel Comics of the Marvel Universe can publish fairly accurate accounts of the **F.F.'s** adventures is the fact that the **F.F.'s** identities are public.

Other super heroes would not and could not be pictured so accurately in the comics. We can be sure that there must be a **CAPTAIN AMERICA** comic book in the Marvel Universe, but **Cap's** secret identity in such a comic could not be **Steve Rogers** — he'd have to be some fictitious character with some totally fictitious background. The same goes for **Spider-Man, Daredevil,** and so on. So, these comics may be available in the Marvel Universe, but they aren't true to life — that is, true to *our* universe's representation of the Marvel Universe. Still with me? Good!

Government organizations such as **SHIELD** and **The Avengers** may very well star in their own comics in the Marvel Universe, but as **Mike Carlin** recently showed us in **IRON MAN,** people sometimes take these stories to be true-to-life representations of what is actually happening in the Marvel Universe. There couldn't be an issue of **IRON MAN** in the Marvel Universe which really presented the truth behind **Iron Man's** alcoholism and the subsequent new **Iron Man.** All that would be apparent is, as in "real life," **Iron Man** has left the **Avengers.** Very probably the **Roger Stern** of the Marvel Universe had to make up a reason why **Iron Man** left the **Avengers. SHIELD** presents a different problem. The public knows **Nick Fury,** but having a comic book publishing the exploits of such an organization would be like our universe publishing a comic called **THE CIA.** If a **SHIELD** comic exists in the Marvel Universe, it must be very different from the truth.

Certain heroes who have their own titles in our universe would be unlikely to have their own books in the Marvel Universe. **Rom,** for instance, is (at least until recently) widely *un*known as a hero. Similarly for **Dr. Strange. The X-Men** present the trickiest problem. In a universe where public bigotry exists against mutants, the realm of **the X-Men** seems to belong more to an underground publisher than to a company like Marvel. On the other hand, I can easily see Marvel as the Crusaders of Marvel Earth, attempting to depict these heroes *as* heroes, in the

face of public prejudice.

Certain comic books could *never* appear in the Marvel Universe, because their events are so far beyond our puny kens — or rather, the puny kens of our counterparts in the Marvel Universe! What about **THE SECRET WARS**? Though some industrious Marvel Editor may take it upon himself to figure out where all those heroes went, I doubt he could ever present it the way we saw it, no matter how tall he may be. Certain characters, too, like **Odin, the Watcher**, and **Dormammu**, would almost always be largely the product of conjecture and speculation.

I'll leave you with one last question to boggle the mind. If in our universe we have Marvel Comics which present the stories of Marvel Earth, in which there is a Marvel Comics — well, in these "comics stories" printed in the Marvel Universe, is there a Marvel Comics? I am beginning to understand what **the Watcher** means by myriad universes.

John L. DiBello
4302 VerPlank Road
Clay, NY 13041

***John*, we found your reasoning sound enough, and this topic is crucial to an informed understanding of the complex fictional reality called the Marvel Universe.**

Dear **Jim** and **Mark**,

Salutations from the Cincinnati Comic Collectors Club, and felicitations upon the success of **MARVEL AGE MAGAZINE**. We're greatly impressed with the entire contents of the magazine. Perhaps you could answer a question for us. Where were the original appearances of the stories reprinted in **CONAN SPECIAL EDITION** #1 and **SHIELD SPECIAL EDITION** #2?

The C.C.C. Club
c/o Bryan Sowder
450 Smiley Ave.
Cincinnati, OH 45246

In *CONAN SPECIAL EDITION* #1, "Red Nails," "The Lurker from the Catacombs," and "Cimmeria" first appeared in *SAVAGE TALES* #2. "He Comes from the Dark" first appeared in *SAVAGES TALES* #3. In *SHIELD SPECIAL EDITION* #2, "Whatever Happened to Scorpio" first appeared in *NICK FURY, AGENT OF SHIELD* #5, "Dark Moon Rise, Hell Hound Kill" first appeared in issue #3 of that title, and part 2 of "Today the Earth Died" first appeared in *STRANGE TALES* #169.

Dear Guys,

I think I've got a shot at a no-prize. In **SECRET WARS** #1, **Thor** says that he would follow **Captain America** through the gates of Hades. Hades? That's the Olympian name for the underworld in Greek mythology. **Thor** of Asgard would not say "Hades," rather, he would have used the Norse name "Hel."

But! Never fear! I have a solution!

In a recent issue of **THE AVENGERS**, **Cap** made the statement, "I'd sail into Hades itself with **Thor** in my crew!" Well, later, the good **Captain** could have shared his thought with **Thor**. **Thor** may have thereupon taken a liking to that figure of speech. Then, when an opportunity came up for **Thor** to use it himself, he felt it would not be as poetic or dramatic a statement if he changed the word to fit his world.

Ellis Mass
2216 Miller Oaks Ct.
Jacksonville, FL 32217

Congratulations, *Ellis!* You got yourself a no-prize!

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Dear Friends,

Just got a copy of **MARVEL AGE MAGAZINE** #22 via time warp. Sharing this with you might change history, but, oh well . . . Here's what I read:

NEW MUTANTS #26 — Keeping the mansion and supporting **the X-Men** and **New Mutants** — how did **Professor X** get the money? He borrowed it from **the Kingpin**! Now he has to pay up, or else!

MARVEL SUPER HEROES SECRET WARS #12 — Why hasn't **Uatu** been involved in the Secret Wars? Because he has a personal stake in it! "I Am The Bookie" is written by **Jim Shooter**!

INCREDIBLE HULK #306 — **The Hulk** has **Banner's** brain again! But when he gets angry he reverts to being a weakling human — with the mind of a savage Hulk! Don't miss "Bruce, Crush!"

AVENGERS #254 — **The Avengers** give up crime fighting to devote their energies to marketing themselves! But what merchandizing tie-ins does **Hank Pym** have?

MARVEL TEAM-UP #152 — You helped make **THE LIFE OF POPE JOHN PAUL II** one of our biggest sellers! Now, can the **Pope** and **Spider-Man** together defeat the **Dread Dormammu**?

NEW DEFENDERS #142 — While the **Avengers** are busy selling action figures of themselves, **the New Defenders** must take up the slack! Also — **the Mutant Force** conquers **Costa Rica**!

Phil Rose
Mike Sims
Steve Rugare
David Conley
(no address given)

You're a million laughs, guys!

A couple of things before we go! First, our apology to the great *George Olshevsky*, whose name we misspelled in *MARVEL AGE MAGAZINE* #15. *O-L-S-H-E-V-S-K-Y*, right? Second, thanks to *Andre Vanchot* of Derby, Connecticut, for writing (and we quote!) "*MARVEL AGE MAGAZINE* is the best thing to come along since *Oxy 10!*" That's a compliment we're proud of! Finally, remember — whenever you're feeling down or that the world is against you — pick up a copy of your favorite Marvel comic — and all will be well! See ya! ●

Bullpen Bulletins

WORTH NOTING . . .

I've been informed that those nice folks from PARKER BROTHERS are at it again.

Not content with bringing production here to a screeching halt by releasing the SPIDER-MAN VIDEO GAME CARTRIDGE a while back, thereby causing all of the video-game addicts around here to be glued to their home-video consoles nonstop for days, they're coming out with *more* great games. Not only that, they've got a special phone number you can call (for only half a buck a shot) which gives you the word on the latest from the Parker Brothers videoids. And the number is . . . 1-900-720-1234.

Don't get me wrong — they're going to try to get you interested enough to *buy* their games if you call. It isn't exactly a public service announcement you get when you call the number — but, then again, it *is* a service if you're really interested in video games and you really want to know what's coming up. I know that no one around here who plays video games could resist calling! And they look so happy now — !

INCIDENTALLY . . .

Some people have asked why our Limited Series now cost 75¢. Good question. We *did* go the heavier, whiter, Mando Roto paper — but that doesn't increase our costs anywhere near enough to justify a hike from 60¢ to 75¢. It does cost enough to warrant *some* increase in cover price though. We considered going to 65¢, or even 70¢, but we felt that such a move would have caused great confusion among retailers, who would have then been faced with *three* different prices on comics which all look pretty much the same to them. Believe me, they're already plenty confused with just *two* different prices. More confusion could hurt the whole comics *industry*. Really. Therefore, we reluctantly followed the competition's lead and went to 75¢ for our Mando Roto Limited Series comics. It's, frankly, too much to charge — but we felt we had no choice. The good news is that, because we're making a little "extra" on the Limited Series comics, we'll be able to hold off on a price increase on the 60¢ line that much longer.

Sincerely,

Jim Shooter
Editor in Chief

THE HYPE BOX

SUB-MARINER (Limited Series) #1 — Prince Namor is the offspring of both Atlantis and the surface world, yet he feels at home in neither. Will his attempt to unite the two bring him peace of mind — or tear him and his homeland apart? This is the first installment of the long-awaited four-issue limited series, brought to you courtesy of J.M. DeMATTEIS, writer, BOB BUDIANSKY, penciler, and DANNY BULANADI, inker.

WEST COAST AVENGERS (Limited Series) #1 — What do you do when you have too many Avengers in New York City? Why, you send some of them off to California to open a branch office, of course! Hawkeye and Mockingbird are two of the charter members. The others? You wouldn't believe us if we told you! But what we're wondering is this: Will this branch office have drive-up windows? Written by ROGER STERN, penciled by BOB HALL and inked by BRETT BREEDING.

SIX FROM SIRIUS #1 — The rescue of one woman can prevent the slaughter of 25 billion innocent people — at least! But it won't be easy to rescue her; she's being guarded by robots programmed to kill any warm, moving object on detection. That's where Six from Sirius come in. They're a group of crack intergalactic mercenaries that tackle missions like this as a matter of course. The series is by DOUG MOENCH and PAUL GULACY, the award-winning team that brought you MASTER OF KUNG-FU. New from Epic Comics.

CHECK LIST

- ☐ **THE THING #15**
- ☐ **DAREDEVIL #210**
- ☐ **NEW MUTANTS #19**
- ☐ **MARVEL SUPER-HEROES SECRET WARS (Limited Series) #5**
- ☐ **WEST COAST AVENGERS (Limited Series) #1** — More fun than a Jacuzzi, but not as expensive. See Hype Box.
- ☐ **TEMPLE OF DOOM (Limited Series) #1, 2 and 3** — Marvel's official adaptation of the new **Indiana Jones** movie.
- ☐ **CONAN THE KING #24**
- ☐ **AMAZING SPIDER-MAN #256**
- ☐ **CAPTAIN AMERICA #297**
- ☐ **THOR #347**
- ☐ **INDIANA JONES #21**
- ☐ **POWER PACK #2**
- ☐ **CRYSTAR #9**
- ☐ **SUB-MARINER (Limited Series) #1** — Will Atlantis be admitted to the United Nations? See Hype Box.
- ☐ **INCREDIBLE HULK #299**
- ☐ **AVENGERS #247**
- ☐ **CONAN THE BARBARIAN #162**
- ☐ **MARVEL TALES #167** — Reprinting "The Wondrous World of Doctor Strange," by STAN LEE and STEVE DITKO, from **Amazing Spider-Man Annual #2**
- ☐ **X-MEN #185**
- ☐ **ROM #58**
- ☐ **POWER MAN/IRON FIST #109**
- ☐ **G.I. JOE #27**
- ☐ **FANTASTIC FOUR #270**
- ☐ **MARVEL TEAM-UP #145** — Featuring **Spider-Man** and **Iron Man.**
- ☐ **IRON MAN #186**
- ☐ **PETER PARKER, THE SPECTACULAR SPIDER-MAN #94**
- ☐ **DEFENDERS #135**
- ☐ **STAR WARS #87**
- ☐ **ALPHA FLIGHT #14**

MARVEL MAGAZINES

- ☐ **SAVAGE SWORD OF CONAN #103**
- ☐ **MARVEL AGE #18**
- ☐ **MARVEL FANFARE #16**

EPIC COMICS

- ☐ **EPIC ILLUSTRATED #25**
- ☐ **DREADSTAR #12**
- ☐ **COYOTE #7**
- ☐ **SIX FROM SIRIUS #1** — Science-fiction adventure, beautiful traitors and killer robots. See Hype Box.

ASSORTED GOODIES

- ☐ **SUPERSPECIAL #30: TEMPLE OF DOOM** — The complete Marvel adaptation of the new **Indiana Jones** movie, printed on high-quality paper.
- ☐ **SUPERSPECIAL #31: THE LAST STAR FIGHTER** — The greatest video-game player ever must save the universe. Can he do it before he runs out of quarters? Adapted from the forthcoming movie.

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